

HIG1-05

Burning Way

A One-Round D&D LIVING GREYHAWK®

Highfolk Regional Adventure

Version 2

by Jason Bulmahn

Heaps of soot and ash are all that remain of many of the halfling owned inns throughout the Highvale. The stories spread about the cause of the flames are even stranger. Some say it is a curse brought upon the stout folk, others say it is something far more sinister. An adventure for character levels 1-6. Shadow of the Dragon, Part 1

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the **scenario**. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can

sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute 14 sp		-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Judge Introduction

The Highvale

The Highvale is a strip of fertile farmland running between the Yatil and Clatspur Mountains to the west and the great Vesve forest to the east. It is the home to many small communities, farms and open green pastures. Running directly through the lower half of the Highvale is the Volverdyva River. This river is the main trade route between Highfolk and Veluna to the south and Verbeeg Hill and Perrenland to the north.

All along this river are a number of inns and taverns with their own small docks on the great waterway. These small businesses make their living off the travelers and merchants using the river as well as those going by land. This is a rich business and many of the inns do quite well for themselves. Because of this, there is often fierce competition between inns to offer the best service and the lowest prices.

The Burning Inns

Great terror and fear have struck many of the inn-keepers and tavern owners along the Volverdyva. As of late, many of the inns have been set aflame, and almost all have burned down to their foundations. Many people have died in the blaze and many a businessman has been made into a pauper. The strangest part in all of this is that all of the inns that have been burnt down are owned by halflings.

The first of these burnings began far to the north of Highfolk, some sixty miles south of Verbeeg Hill. This first attack was thought only to be an accident and was overlooked by many. It was not until after the third attack that people began to notice the pattern. Now seven inns have burned to the ground. The progression has been a steady path heading south toward Highfolk. The most recent victim was a tavern known as The Jolly Spirits.

Rumors have spread faster than the flames as to the cause of the destruction. Some say it is a curse brought down upon the halflings because of their greed. Other rumors speak of a fiery cult of Pyremius bent on worshipping their god at the cost of innocent lives. Mixed in with these wild tales is a hint of truth. This truth lies in stories of a great winged shape casting flames down from the sky. Many of the victims have reported seeing this shape, and they are calling it a dragon.

The truth is not far from fiction. A pair of arsonists is responsible for the destruction. They have been hired by an unknown source to bring destruction to these halfling establishments. They do this through careful planning and a cunning use of magic. First they arrive at the inn, disguised as common patrons. After scouting the place and learning the location of any valuables, the pair sets their diabolic plan into motion. Outside of the inn, the arsonists lie in wait. One casts a *major illusion* of a young red dragon. This dragon makes a few passes of the inn, roaring loudly so as to awaken all of the guests. Once a panic begins, the illusion is directed to breathe gout of red-hot flame onto the inn's rooftop. At the exact same moment, the other mage casts a fireball at the same location. The result is real fire from an illusionary source. As of yet, no one has caught on to this deception. Meanwhile, inside of the inn, as panic spreads the arsonists rob any patrons who have fled and then rob the inn itself.

Most victims flee off into the countryside cursing their horrid luck. Few if any, attempt to put out the flames or dare to resist the "dragon". Those that have seem to come to bad ends, if not by the dragons "flames" then by the arsonists who ambush the unsuspecting heroes.

The Jolly Spirits

The most recent victim of the arsonists is a tavern called The Jolly Spirits. Located only 60-miles north of Highfolk, the inn was famous for it's huge taproom and large selection of ales. Only one week ago, the villains arrived at the inn disguised as a small band of travelers on their way to Furyondy. The group struck up a deal with the owner, a halfling by the name of Tromis Roundbelly, to stay in one of the few rooms upstairs for a couple of days while their horses rested. They paid in advance.

After having learned the schedule of the inn on the first night, the arsonists set to work on the second. Tromis woke from a sound sleep to a horrible roaring noise outside of his window. When he looked out, the dragon was staring right in his window. Suffice to say, Tromis panicked, and instead of fleeing the inn, he hid in a chest at the end of his bed. As the inn burned down around him, the few other guests fled off into the night. The next morning all that was left was ashes and a seared trunk. Checking cautiously for the dragon, the badly burned and near suffocated

Tromis stumbled out of his chest and blindly down toward the river. There he passed out near the wide blue waters of the Velverdyva.

Later on that day, a passing riverboat caught sight of the poor halfling and brought him on board. They deposited him with a caravan bound for Highfolk and went on their way. Tromis was taken to Highfolk and given over to the Helping Hands of Ehlonna. The Helping Hands are a group of druids and clerics dedicated to mercy and healing for everyone in need. Tromis did not regain consciousness for two days. He has remained bedridden ever since.

During this time, Tromis has had very little to do aside from tell his story to all that would listen. Each time it is told with a little more embellishment than the last. One of the more recent people to hear the tale is a bard who goes by the name of Dov Silverstring. Dov has taken this story and woven it into a dramatic tale. This is where the PCs come in.

Adventure Synopsis

Our heroes find themselves sitting in a crowded bar waiting to hear the master bard Dov Silverstring tell his next greatest tale. After hearing the harrowing story about poor Tromis and his ill-fated inn, the PCs are prompted to investigate the strange fires. After speaking with Dov, they quickly learn about Tromis and where he can be found.

Stopping by the Temple of Ehlonna, the heroes are allowed to speak with Tromis, if only briefly. Tromis relates his tale along with the rumors he heard concerning other inns that were destroyed by the marauding beast. The players must retrieve a map from the town cartographer if they wish to investigate. From here the players have two choices, they can either investigate the burnt out ruins of The Jolly Spirits or they can jump to the next logical target in the line of attacks. Using clues from Tromis and the map, it is easy to piece together that the next halfling owned inn along the path of destruction is called The Wanderer's Way.

Investigating the Jolly Spirits will turn up very little evidence as the arsonists are very careful to cover their tracks. A very careful search may reveal some of the spell components used in the attack.

The Wanderer's Way is much more than just an inn; it is also a temple to Fharlaghn. The clergy also serves as the inn's staff. When the heroes arrive at The Wanderer's Way the villains have already arrived. The heroes have time to meet the clergy, guests, and villains during this time. Unfortunately, the high priest is not concerned about the wild rumors that have been spreading around and refuses to close up shop before anything bad happens. He will let the heroes fortify the building if they insist.

During their first day at the inn, another guest arrives and the villains begin to scout the place and make their plans. On the next evening, the arsonists put their plan into motion. The heroes must deal with the ravaging flames, panicked patrons, marauding bandits, and a raging dragon.

If their defense of the inn is well planned it should not burn to the ground. With diligence they should even discover that the dragon is not real. The PCs will have to catch the arsonists in the act and stop them before they flee off into the night.

Player Introduction

The adventure begins in the town of Highfolk in a small tavern called the Hero's Rest. The tavern is known for its potent brews and wonderful stories of heroes' long past and great deeds that should not be forgotten. The tavern is run by Hamdan the Cunning.

The PCs have all come to the tavern to hear the newest tale by the famous bard, Dov Silverstring. When you are ready to begin, read or paraphrase the following to your players.

In a pit of rage it stirred. Long had it slept and dreamt of flames and murder. The beast had slumbered for too long. By now, all but the most ancient would have forgotten its name, its terror. The time had come to renew the legends of old.

Like lightning it flew off into the night sky, a bolt of pure malice. Quietly gliding over hillock and home, sizing up its unwary victims.

Down in the taproom everything was still. The Jolly Spirits tavern was closed for the evening. Tromis, the owner, had done excellent business that evening. Then he slept peacefully, dreaming of his retirement that was soon to come. Poor Tromis had no idea his retirement was already at hand.

Far above, the flames of hate grew and slowly descended upon the now quiet business. Even I cannot say why the evil thing chose the Jolly Spirits for its first victim, perhaps it was all the solars that Tromis had hidden underneath the bar or perhaps it was the cheery nature of the place. Only one thing is certain, once the victim was chosen, only destruction could follow.

A loud guttural roar brought poor unlucky Tromis from the land of dreaming and into the land of terror. He dove from his bed and right to the window, hoping that it was only his imagination that caused him to stir. Right in front of him, not even ten feet away, the horrible beast was staring at him, sizing up his terror. Over a hundred feet long it was and terrible to behold, steam poured from its gaping maw, lined with teeth that could bite a horse in two.

Now Tromis is a stout man, strong of heart, and even in the face of this unholy terror, Tromis drew forth the courage to act. He dove to the

floor and began searching under his bed. There he kept his only weapon. Seconds of searching seemed like hours of delay. Tromis knew the beast was drawing near, ready to unleash death at any moment. Finally his hand closed upon the hilt of a short sword. The blade was olven, or so I am told, and as ancient as the beast itself.

Crawling out of the room, Tromis made for the common room, for there the shield of his father hung, surely it would protect him. He did not act soon enough. The sound of howling wind was all he heard as fire engulfed the Jolly Spirits. All too soon, Tromis felt as if he had been shoved inside a baker's oven and the air was quickly stealing his very breath. Neither you nor I can understand the horror that must have been eating at the poor halfling. As fire swarmed about the Tavern Tromis looked for way out but before he could find one, darkness fell over him.

When the first rays of dawn crept over the hillock poor Tromis found himself lying in the ashes of his home. The entire building had burned to the ground, only a few wooden posts remained. The poor halfling wandered for days before coming to the walls of this very town where I heard his tale so that I could tell it to you. I truly hope you enjoyed it.

With a stirring round of applause the Bard hops down from the stage and begins walking about the room holding out his hat. Looking around the bar, it is obvious that no one has left. It is still quite packed. It is a wonder that you managed to get a table at all. Looking at the others seated at your table you can tell that they are thinking the same thing.

At this point in time along the player characters to introduce themselves to one another. Some of the players may have come to the bar together. Others may have come by themselves. In either case all the characters are seated at the same table. No other chairs in the bar are available. The reason they have come to this bar is left up to the characters however seeing the Bard perform should be one of them.

The players will receive a visit from the Bard a shortly after they have finished introducing themselves to one another. Dov Silverstring proudly approaches the table that the characters are seated at it holds out his hat. The players will undoubtedly have a number of questions for Dov. Listed below are number of questions the players ask.

- *That was a good story. Why thank you, I am quite proud of it. And you wouldn't believe that every bit of it is true. Why little Tromis told the story just yesterday. Of course I added a few details.*
- *Where is this Tromis? We wish to speak with him ourselves.* Dov is reluctant to tell the PCs where Tromis is. It will require them to pay Dov at least one gold piece. After receiving his loot Dov will tell the party that Tromis

can be found with the Helping Hands of Ehlonna.

- *I don't believe your story! Well you haven't seen the burn marks that cover poor Tromis or the terror that still lingers in his eyes. I suggest you look to those to find your truth.*
- *Really could you tell me more? Well I'm not sure; my memory is a bit foggy. At this point Dov holds out his hat again. Any further questions require the players to pay Dov 1sp. Paying less than that will get them little information. Other things that Dov knows about the story are listed below. Please note that Dov will let no point in time reveal that any portion of his story is false.*
- The story of the Dragon and the inn burning down are from Tromis himself.
- Tromis is well known around town as a successful businessman.
- The dragon that destroyed the jolly spirit has apparently attacked many other inns throughout the High Vale.
- It may take many weeks for Tromis to recover from his injuries.

Dov Silverstring knows very little besides the things mentioned above. He is willing to tell other stories of bravery and courage from around the realm. Of course every tale requires a few more coins.

The story should peak the interest of the characters in the Tragedy of the Jolly Spirit. If this does not motivate them to go speak with Tromis, many of the people around town and in taverns will be speaking of the tragedy for some time. Without the player's initiative the adventure ends here.

Encounter 1: Poor Tromis

The Temple of Ehlonna is located in just west of the Ruin Square market place. Once the players arrived at temple read your paraphrase the following to them.

Rising before you is one of the taller structures in the city of Highfolk. The Temple proper is made entirely of living trees with large open windows letting in the sunlight and fresh air. A cleric in simple brown robes with a wooden staff directs you to the rear of the temple. After speaking with a senior member of the clergy you are allowed to see Tromis.

The bed is a small one and resting in it is a man covered in bandages and linen. He looks up at you with weary eyes and mumbles, "please go away I have no more stories to tell."

The man in the bed is Tromis. The players will have many questions to ask the injured Tromis. His wounds are severe however, and he will only be able to answer a limited number of questions.

Listed below are all of the things that Tromis can remember. Please note that any memory concerning the night of the attack is sketchy at best.

- The Dragon attacked the Jolly Spirit five days ago. Before that time Tromis has heard tales of other inns being attacked. He unfortunately cannot recall any specifics.
- The beast was at least thirty or forty feet long and deep red in color. It breathed red-hot flame onto the inn and the surrounding underbrush.
- His entire inn was burned down, not a single wall remained standing.
- As far as Tromis knows, he has never even met, let alone offended a dragon. There appears to be no reason for the attack as Tromis did not have very much gold.
- The wicked beast attacked in the middle of the night and gave no warning. If it was not for his sturdy chest, Tromis is sure he would've burned to death. Tromis is willing to admit that he hid in the chest after he realized that the inn was under attack.
- Tromis remembers that there were only a few people staying at the inn on that dreadful night. All of them were human and Tromis is unsure whether or not to any of them escaped as well. He does not remember the number of people nor any of their names.
- Tromis has very little to offer the heroes in exchange for avenging the loss of his inn as he lost everything in the fire. He will point out however that unless the Dragon is stopped no one is truly safe.
- Tromis knows nothing of the hordes of gold or magic treasure hunters that are supposedly buried in the ruins of his establishment. He is certain that the Bard made up most of those details.
- Tromis is willing to show the players where they can find the burned-out remains in his inn so long as they provide a map. Assuming the players do not have a map, Tromis tells them to go and find Woltoren Bushbrow. Woltoren can be found at his small map shop located within the town-square. This leads the players to encounter 2. If the players have a map of their own skip encounter 2 and proceed directly to encounter 3 after drawing the details from Player Map 1 onto their map.

If the players ask questions that are outside of the information presented above, Tromis merely mumbles and says that he does not remember. After the players have had time to question Tromis they will more than likely have to retrieve a map from Woltoren. This will lead them to Encounter 2: The Mapmaker.

Encounter 2: The Mapmaker

The small shop of the mapmaker Woltoren Bushbrow is located in the center of the town of Highfolk in the Ruin's Square market place. It is a small building but is kept in excellent shape. Outside of the building is a small sign painted to look like a treasure map with a big X in the center. When the heroes enter the establishment, read or paraphrase the following to them:

Dust and papers blow about when you open the door to this cluttered shop. Behind a large desk across the room is a man of ancient age. His large bushy eyebrows and long gray hair mask his face from view. Behind him are hundreds, perhaps thousands of scrolls and other rolled parchment piled up haphazardly in cubbyholes within the rear wall. The old man does not appear to notice your entrance.

The old man behind the desk is Woltoren Bushbrow, the only mapmaker in all of Highfolk. Unfortunately for the players, Woltoren is very hard of hearing and often misinterprets everything said to him. Feel free to play this fact up, so long as the players do not become too annoyed.

The players will no doubt want a map of the Highvale area. It will take a bit of time for Woltoren to find the map because of his hearing. For the first few attempts, he should come back with the wrong map entirely. The DM is encouraged to create strange maps as he sees fit, such as the map to the mayor's outhouse, a map to a building in town that was torn down long ago, and a map of the kingdom of Dyvers. PCs can of course buy these maps, however they are rather mundane and partially incorrect on some accounts. Try to charge anywhere from a few silver to 25gp or more for these "treasures".

After searching for a bit, Woltoren will eventually find the map that the PCs desire. Since this is a common map, he only wishes 1gp for it. Give Player Map 1 to the PC that purchases the map.

Treasure: Assuming that the heroes put up with these mistakes in good humor, present them with another map that appears to be unrelated. The map contains strange symbols and unidentifiable landmarks. If the players wish to purchase this map, Bushbrow will ask for the steep fee of 100gp. A successful Diplomacy skill check (DC 20) will bring the price down to 75gp. The certificate for this map is included within the module. Other than the map's purchase, it holds no other significance to the remainder of this scenario.

Developments: Assuming that the PCs take the map back to Tromis, he gladly sketches the location of his tavern on their map as well as the most recent three other fires that he can remember and the Wanderer's Way, his closest competition. Player Map 1 already depicts these

locations along with how long ago they were destroyed. If asked about the other fires, Tromis only remembers that they burned down within the past two weeks and were owned by Halflings. The rest of his memory is a bit foggy.

The PCs may attempt to get more info on the other fires while in Highfolk, while this is a mostly pointless search, a Gather Information skill check (DC 15) will reveal that only halfling inns have been targeted, many human and elven establishments have been skipped entirely. Another Gather Information skill check (DC 15) will reveal that there is only one more halfling owned inn between the ruins of the drowning spirit and Highfolk, the Wanderer's Way. Any other information will have to be gained outside the city.

Players who proceed to investigate the burnt out building should proceed to Encounter 3. Clever players may see the obvious line of destruction and head directly to the nearest inn east of the Jolly Spirit. This leads them to the Wanderer's Way and encounter 4.

Encounter 3: Ash and Dust

The journey to the remains of the Jolly Spirit takes a minimum of two days, more if the players are without horses. The path leads west along the great blue Velderdyva and passes by the Wanderer's Way shrine and inn only a half a day before arriving at the site. When the players reach the site, read or paraphrase the following to them.

Not even fifty feet away from the deep blue waters of the Velderdyva is a large area of scorched earth. All that remains of the small building is a few vertical posts of blackened wood and the remains of a soot-covered chimney. Down near the river a few small piers that appear to be intact. A small burnt sign lies near the wreckage, it depicts a crudely drawn ghost with a foamy mug in its hands, it appears to be singing.

This is all that remains of the Jolly Spirit. The players have few avenues for investigation here but little information is revealed unless the heroes are especially astute.

PCs who wish to search the wreckage of the inn will easily find the chest that protected poor Tromis half buried in the debris. A PC who succeeds at a Search skill check (DC 20) will come across the small moneybox of the inn. It only contains 26gp, 18sp, and 32cp. Further Search checks can turn up damaged and destroyed mugs, kegs, and furniture. None of these items hold any value. There are no other clues to be found inside of the wreckage of the inn.

PCs who search in the vicinity of the inn may find a vital clue that leads to the arsonists. Caught in a bush 30 feet away from the inn is a small bit of fleece. This was the material

component for the *major image* spell the conjured for the "dragon". This will only be found if the heroes succeed at a Search skill check (DC 25). Only a Spellcraft skill check (DC 10) will identify it as a spell component as opposed to a small puff of cotton. The DM should not disclose the spell that the fleece is used for, allow the players to discover this on their own.

The only other clue to be found at the site can be discovered by a character with the Track feat who succeeds at a Wilderness Lore skill check (DC 21). This will reveal that a couple of horses were led up the site and allowed to graze for some time before being ridden off to the east. No real humanoid footprints can be found. The age of the footprints corresponds to within a day of the attack. The arsonists left these footprints on the day after the deed was done. They came back to the site to give it one last search for treasure before heading to their next target, the Wanderer's Way.

Where next?

All signs lead toward encounter 4 and the Wanderer's Way inn, the players will more than likely head there in an attempt to stop any further destruction.

The heroes may instead decide to investigate some of the other destroyed buildings that they know of. Just like the Jolly Spirit, very little information can be gained from these exploits. Each burn site appears to be older than the one before. If the heroes are persistent enough, they can find a site that apparently burned to the ground over three month ago and is only a few days ride from Verbeeg Hill. PCs who take this course of action will miss the adventure entirely and ride by the ruins of the Wanderer's Way on their trip back to Highfolk. Their adventure ends here. Note that only halfling inns are destroyed, the heroes will definitely come across other, human-owned, inns that have not been destroyed.

The players may not know where to go from this point forward if they have not picked up on any of the clues. This situation is easy to rectify however. On their return trip to Highfolk, dusk quickly approaches as the come upon the Wanderer's Way inn. Choosing to stay at the temple can easily draw them into the intrigue there. If they choose not to stay there and instead move on toward the town, the adventure ends here and the Wanderer's Way is burned to the ground.

Encounter 4: The Wanderer's Way

Listed below is a room-by-room description of the Wanderer's Way Inn and Temple. The remainder of the adventure will take place here. Crafty heroes will more than likely want to fortify the

place against attack which is why a description of the contents of each room is included.

Please note that the statistics, personalities, and actions of all NPCs are described under the description of their particular room in the temple. Some of the NPCs do not include statistics at all. This is because they should not become involved in any combat what so ever. The DM is encouraged to come up with reasonable statistics as needed. Note that NPCs do not spend all of their time solely in their rooms; indeed most of their time is spent either in the taproom or just outside the inn relaxing. Also note that the possibilities for random NPC encounters are covered under encounter 5. The attacks by the "dragon" and actions of the arsonists are covered under encounter 6.

When the heroes approach the inn, present them with Player Map #2 and read or paraphrase the following.

Standing resolute near the calm waters of the Velderdyva is a tall inn or perhaps a temple. Indeed it appears to be both. A large symbol of Fharlaghn, the god of travelers, is emblazoned onto the front of the two-story building directly above the main entrance. A regular pattern of windows about the building suggests sleeping rooms and a large stable yard sits directly to the building's east.

A large signpost sits near the path that leads to the building. On the top of the post is a sign pointing east that says Highfolk. Another on the bottom points to the west and says Verbeeg Hill. Between the two is a larger sign depicting a large mug of ale and a lavish bed. Written plainly in common below the finely crafted images are the following words, "Wanderer's Way Inn and Temple—All are Welcome"

Location A

This is the stable yard attached directly to the inn. When the heroes arrive there are only four horses grazing in the yard. The gate leading into the yard is unlocked but the young stable boy in Location B watches the yard.

Of the four horses in the yard, two belong to the arsonist in Rooms 10 and 11. Another of the horses belongs to the ranger in Room 14. The final horse is a magnificent steed, pure white and very well kept. This horse belongs to the noble in room 18.

Location B

This small building is primarily open to the side facing the yard. Just inside is a long trough for feeding and watering the horses. On one side of the trough is a ladder heading up to a small loft. This is the residence of the stable boy Kimlay Graycap. Kimlay (male halfling com1; climb +3) is a young halfling in training to become a cleric of Fharlaghn. He is only a few weeks from completing his training and being sent out to travel the world.

Tucked away up in the loft is a tall twenty-gallon barrel full of water. In the bottom of the barrel is a small bag containing 48gp, 30sp and about 24cp. This represents all of Kimlay's savings. There is also a heavy straw mat, a small lantern and unlocked chest full of clothing and shoes. Hanging on the wall is a slightly rusted light mace.

Location C

These small docks are used to moor any boats traveling the Velderdyva that wish to stop at the inn. When the PCs arrive, all three of them are empty.

Location D

This is the inn and temple proper. Room by room descriptions are included below, refer to **DM Map #2**. In addition to this there are some standards that apply throughout the inn. Unless otherwise noted all of the walls are wooden and the doors are made of wood as well.

Walls: 6-in. thick; Hard 5; hp 60; Break DC 20; Climb DC 21.

Doors: 1-1/2-in. thick; Hard 5; hp 15; Break DC 18 (if locked).

It should also be noted that there is a good amount of wealth located within the temple. This wealth should not be part of the treasure garnered from the adventure. Only cowardly and evil PCs would steal from the innocent.

1. Vestibule

Upon entering the inn, characters enter a large and spacious vestibule. In this vestibule are many wooden pegs with shelves above them. This is for any travelers who do not intend to stay the night. There is also a stone pillar next to the doors with a collection box attached to the top. The box is emptied nightly and rarely contains more than 5gp. It is locked with a good lock (DC 30 to pick). Directly above this box is a sign that reads "For a small donation, all your travels will be blessed."

2. Common Room

This room is the main common room of the inn, when the players enter, read or paraphrase the following to them.

The large vestibule leads directly into the common room of the tavern. It is a large room, with plenty of space to seat more than forty. At the head of the room is a large shallow alcove that serves as a stage and pulpit with the symbol of Fharlaghn clearly displayed.

On your right is number of openings leading off into private booths and a staircase that leads up to a balcony and the second floor. Off to your left is a long bar with many stools in front of it. Behind the bar is a raised platform on which walks a halfling with a towel over his shoulder. Wandering about the room is a young human girl cleaning the tables. She looks up at you and says, "Ahh, I see that Fharlaghn has brought us more

guests. Please come in, find yourself a table wherever you like."

When the PCs first arrive all of the inn's current guests are in their rooms, except for the arsonist who have gone out for the time being to make plans and survey the inn.

The barkeep is the owner and head priest of the temple. He is a stout old halfling by the name of Gileed Wanderfoot. Gileed founded the temple and inn after retiring from his life as a traveler. Gileed is fully described in room 7, which is his bedroom.

The barmaid is one of two sisters who work for the temple. The other is currently cleaning some of the rooms upstairs. The one who greets the PCs as they enter is Lyrin Vilyren. The sister working upstairs is Oyrin. Lyrin is a devout worshiper of Fharlaghn, not quite a priestess but a well-versed follower. Both sisters are fully described under room 8.

Assuming that the PCs arrive in the evening, they will more than likely want to get a room. The Wanderer's way has accommodations a-plenty at reasonable prices. All rooms come with a light breakfast, morning service, and free blessing. Below is a full list of available services and their price.

Inn Services

- **Travelers Room – 4sp/night**
This room is suitable for only one or perhaps a couple. All the available common rooms are labeled 12 on the DMs map.
- **Companies Room – 15sp/night**
This room features three bunk beds suitable for 6. Both of the Company rooms are available and labeled 16 on the map.
- **Merchants Room – 1gp/night**
This room features a large double bed and many amenities. The available Merchants rooms are labeled 19 on the map.

Meals prices are as follows:

- **Travelers Meal – 2sp**
This meal consists of sliced mutton, fire roasted potatoes, leafy vegetables, bread, and one mug of ale.
- **Grand Feast – 1gp**
This meal is just like the Travelers meal but it feeds six. It also comes with two mugs of ale per person.
- **Merchant Banquet – 8sp**
This meal comes with a side of lamb, goose, or boar along with roasted potatoes, steamed vegetables, bread, honey cake and limitless ale (or one glass or wine).
- **Mug of Ale – 4cp**
- **Glass of Wine – 1sp**
- **Glass or Ilymirth Wine – 4sp**
- **Shot of Shadow Ale – 1gp**

(Note: that the DM is free to impose penalties on any PC who drinks a bit too much... this is left up to your discretion.)

3. Private Booths

Each one of these small rooms is divided from the main room by a heavy curtain. The room features a large rectangular table with six chairs. Those seeking a bit of privacy or by small companies mainly use these rooms. Each room also has a myriad of paintings on the walls depicting far away places such as Greyhawk, the free city of Dyvers, and the Lortmil mountains.

4. Kitchen

This room serves as the main kitchen for the entire inn. There is a large table in the center of the room and a huge fireplace located in the south wall. Hanging on racks all about the room are many different sizes of pots, pans, and kettles. Underneath the table are a number of drawers containing utensils of all sorts including many long knives that could be used as daggers. Sitting next to the fireplace is a large amount of wood and the tools to tend the fire.

There is usually something cooking in this room all the time except for the late night. Usually Oyrin or Gileed is the one doing all of the cooking.

5. Dry Storage

This room contains most of the provisions used by the inn on a regular basis. Contained in the room is the following.

- 1 20-gallon barrel of water
- 1 20-gallon barrel of ale
- 1 half full 20-gallon barrel of lamp oil
- 2 sacks of flour
- 1 sack of corn
- 2 jug of Honey
- 2 large sacks of potatoes
- 8 Large serving platters
- 1 Rack of spices
- 3 bottles of Shadow Ale
- 8 bottles of Ilymirth Wine
- 24 bottles of Normal Wine
- 2 normal rats

6. Cold Storage

This room is kept cold by a 6 large metal shields permanently enchanted with a *chill metal* spell. There are two large leather straps attached to the shields for easy handling. Failure to use the straps results in 1d4 points of cold damage per round of contact. The door to this room is always locked and only Gileed has the key. Inside the room is the following.

- 3 chests each containing frozen meats
- 6 racks of chilled fresh vegetables
- 6 bottles of chilled wine
- 1 frozen dead rat (no xp value)

7. Gileed's Room

This room is Gileed's private quarters. In the room is a small bed next to a short table. At the foot of the bed is a locked chest containing all of the temple's wealth (about 400gp). There is also a short wardrobe in the room. Hanging in the wardrobe is an old, slightly rusty suit of halfling-sized chainmail and a dusty light mace.

Gileed Wanderfoot, male halfling Clr5; CR 5; small sized humanoid (3 ft. 8 in. tall); HD 5d8+5; hp 35; Init +2 (Dex); Spd 20; AC 12 (+2 Dex); Atks +3 melee (1d6-1, light mace); SA Clr spells; AL N; SV Fort +5, Ref +5, Will +7.

Str 8, Dex 14, Con 12, Int 10, Wis 16, Cha 14.

Skills: Concentration +7, Heal +7, Move Silent +2, Spellcraft +7, Feats: Lightning Reflexes, Weapon Focus: light mace.

Equipment: Simple Robes, rusted light mace, dirty towel (over shoulder).

Spells (5/4/3/2): 0-lvl—*create water*, *detect poison*, *detect magic*, *light*, *mending*; 1st-lvl—*bless* x2, *comprehend languages* x2, *expeditious retreat**; 2nd-lvl—*hold person*, *make whole*, *speak with animals*, *locate object**; 3rd—*create food and water*, *prayer*, *fly**.

* domain spells

As a cleric of Fharlaghn, Gileed spent most of his early days traveling the world and experiencing many of its pleasures and terrors. After many years of wandering, Gileed decided it was time to retire and picked this spot to found the inn and temple. It was perfect for his needs; Gileed could still be close to the traveling spirit and at the same time spread the word of Fharlaghn. The inn has been a great success, most travelers making their way up and down the Volverdyva try to visit the inn whenever they can because of the warm hospitality and reasonable prices.

Gileed himself is a jolly old halfling. He is very talkative and attempts to have a lengthy conversation with all who visit the inn. He is immensely interested in the stories of others. If asked about his life, he is more than happy to tell of the doctrine of Fharlaghn. Gileed can be used to point out the possibility that the Wanderer's Way may be the next target of the dragon if the PCs have not figured this out yet.

Gileed spends most of his time tending bar or cooking. On occasion if things are going very slow, Gileed turns in early leaving Lyrin to run the bar.

Developments: If the heroes discuss the possibility of a dragon attack with Gileed, he becomes very worried, two days ago Gileed found note left for him. Outside of the inn, just to the west of the inn was a large message burned into the grass. It reads, "You are next small one". Gileed was unsure as to the meaning of the message until now. In reality the note was burned into the grass by the arsonists two nights ago just before they arrived.

Gileed asks for the PCs help assuming that they have told him of their exploits. If they have not mentioned their heroics, then Gileed might ask them if they know of any heroes about that might help. Assuming that the heroes agree to help, Gileed gives them the run of the inn and free lodging and meals (although not drinks). He also pleads with them not to inform the other guests, as he does not want to scare business away. Gileed will go so far as to allow the characters to fortify the inn if they think it will help against the ravaging beast.

During the fire, Gileed takes it upon himself to gather up all of the patrons and make sure that they are safe. All of the guests and Gileed gather south of the inn near the path. He will do nothing to put out the fire until the dragon is gone, then he will use his *create water* to attempt to douse the blaze.

Treasure: Please note that Gileed has very little to offer them as a reward because he gave away most of his treasure to passing adventurers. Gileed plays poor until the threat is dealt with, only then does he offer his reward. Assuming that the PCs save the inn, Gileed offers them a scroll *w cure light wounds* x2 and *bless* as well as a *potion or expeditious retreat* and 100gp.

8. Sisters' Room

The sisters Oyrin and Lyrin Vilyren (female human Com1; diplomacy +2) use this room. The two grew up on a farm not far from here and have been working at the inn for almost three years. Lyrin is considering becoming a priestess of Fharlaghn whereas Oyrin wants nothing to do with it.

The room contains one bunk bed, a desk with chair, and full size wardrobe. Inside the desk is a small chest containing about 100gp. This represents all of the sisters saved earnings from their employment. The wardrobe is full of clothing.

Both of the sisters are bright and clever but a bit naive. They also share very attractive features. Lyrin is flirtatious and outgoing. Oyrin has no patience for customers who make passes at her. Despite any of their opinions and disagreements, both follow Gileed with confidence in any crisis. During the fire, they help calm the guests that have been rescued.

9. Storage

This room is used for storage of the inns material needs. The door to this room is always locked and Gileed has the only key. The room contains the following.

- 4 empty 20 gallon barrels
- 2 chests containing
 - 6 sets of extra bed sheets
 - 20 sets or towels
 - 4 lanterns
 - 10 sets of extra plates and silverware
- 4 extra straw mattresses
- 2 washing basins

4 long tablecloths
24 heavy winter blankets

10. Arsonists Room

This room is used by Kevross, one of the arsonists. Kevross keeps next to nothing of his own in the room. Shoved under the bed is a pair of dirty gloves, covered in soot. A successful Search skill check (DC 10) will locate them. Aside from this, it is identical to room 12.

11. Arsonists Room

Foltage, one of the arsonists, uses this room. Foltage keeps absolutely nothing of his own in the room. Because of this, it is identical to room 12.

12. Empty Travelers Room

These rooms are uninhabited at the start of the adventure. These rooms are available for rent at the cost of 4sp per night, which includes a light breakfast. Each room contains the following.

A full size single bed w/ straw mattress

A small table with one drawer

A tall wardrobe with an average lock (DC 25 to pick).

A washbasin, bedpan, and towel

13. Traveling Pair

This room is occupied by a married couple of elves that hail from the Vesve. The two are both followers of Fharlaghn and have made it a point to stop at this inn every chance they can over the past five years. They are quiet and keep to themselves, only talking to Gileed when the need requires it. Gileed knows the two and takes no disrespect at their lack of communication. Currently the pair is on their way to Greyhawk for the first time. They spend most of their days enjoying the nature around the inn and most of the evenings enjoying each other's company quietly in the common room.

Kirth and Somyrin: hp 24, 18.

Developments: Once the danger is obvious, these two will help to make sure that everyone is safe. This may prove valuable when Kevross, Foltage, Tolvern, and Maaresk cannot be found. They can be found just south of the inn with Gileed.

14. Ranger's Room

Maaresk, a ranger who has fallen on rough times, is using this room. Maaresk spent the early portion of his life battling the forces of Iuz in the northern portion of the Vesve forest. That life came to an end six months ago when he ventured into the Defiled Glades. The madness there shook the very foundations of his mind. Although he may appear to be normal, he is in fact totally paranoid. This irrational fear centers on nature itself. He fears that the very trees and grass are out to do him harm. So long as no one brings up nature in any way, Maaresk is calm and quite normal. Maaresk spends most of the day sleeping

and most of the night drinking in the common room.

Aside from the room being in complete disarray and a sheet hung over the window, this room is identical to room 12.

Maaresk: hp 32.

Developments: At the very first sign of any attack, especially by a dragon, Maaresk goes running off into the night taking all of his possessions with him. He is not seen again.

15. Reserved Room

Gileed's daughter Asyna uses this room whenever she visits the inn. Asyna is a worshipper of Fharlaghn and a painter. Currently she is off traveling the world. Gileed does not allow the heroes to access this room but will explain its purpose. Aside from an easel, assorted brushes, paint and a few half finished paintings this room is identical to room 12.

16. Companies Room

Both of these rooms are unoccupied at the beginning of the adventure. The rooms can be rented for 15sp per night. Both contain the following.

3 bunk beds

1 table with three locking drawers (DC 20 to pick)

1 chest with average lock (DC 25 to pick)

6 wash basins, towels, and bedpans

17. Upstairs Lounge

This area is used as a quiet spot for relaxation away from the often noisy bar downstairs. Only those staying at the inn are allowed to use this space. It contains four large comfortable chairs, two small tables, and two plush sofas. Underneath all of this is a 10-ft. by 20-ft. area rug depicting a rough map of the Flanaess.

18. Noble's Suite

Tolvern Mestoric (male human Ari3), a minor noble from the town of Highfolk, currently rents this room. Tolvern left the town one week ago and has been staying at the inn ever since. If asked, Tolvern merely states that he is out in the wild looking for a bit of fresh air. In reality, Tolvern's wife kicked him out of his estate. He then fled town to avoid a scandal. He plans to return home in about a week once things have cooled down.

Tolvern is aloof and rude. He dislikes talking to anyone below his station, especially during his current predicament. He is a tall human man with thinning gray hair dressed in fine silk and velvet clothing. Aside from a bunch of clothing and some empty wine bottles, his room is identical to room 19. Tolvern spends most of his day wandering about the inn and the area around it. His evenings are spent drinking heavily.

Developments: The night of the attack, Tolvern gets extremely drunk down in the bar and goes up to pass out in his room. Unless saved,

he is in dire peril if the inn begins to burn. Tolvern will perish if not saved by the time that the second floor becomes a conflagration. See encounter 6 for further details. The morning after the dragon attack, no matter the outcome, Tolvern decides it would be safer at home with his wife.

Treasure: Assuming that the heroes saved his life, Tolvern gives them a small token of his esteem and returns to Highfolk. The token is a small ornate gold ring. It is worth 50gp. See the Treasure summary for further details.

19. Merchants Room

These two rooms are unoccupied at that start of the adventure. Each room can be rented for 1gp per night. The rooms contain the following amenities.

- 1 large double bed
- 1 tall wardrobe with average lock (DC 25)
- 1 large desk with locking drawers (DC 25)
- 1 large chest with good lock (DC 30 to pick)
- 1 small table with a vase of fresh flowers
- 2 wash basins, towels and bedpans.
- 1 small wall mirror
- 3 sets of nice curtains

20. Outdoor Deck

This area is always locked from the inside by a simple sliding bolt. Outside there are a number of wood chairs and a few small tables. There is a flimsy wood railing to prevent anyone from falling. This is also the easiest way to get onto the roof. This feat requires a Climb skill check (DC 21) as opposed to two successful checks (DC 21) to accomplish from the ground level.

Encounter 5: Random Guests

Listed below are six possible guests to arrive at the inn. Under no circumstances should the PCs encounter more than two of these groups. In addition to this, the arrival of certain groups precludes the arrival of others. Depending on which groups are dealt with, the treasure, experience award, and danger can change significantly.

The first group should arrive during the late evening of the PCs first night at the inn. This should occur well after the heroes have had ample time to investigate the inn and its current patrons. The second group is optional and should only be used if time allows it. This group should arrive during the morning of the day after the PCs arrive. If the group is one that stays at the inn, assign them an appropriate room depending on their type as noted in their descriptions.

All of the guests are labeled A through F. Please refer to the following chart to determine which is the first group and which is the second group. Roll 1d6 and 1d4 and use the chart below to determine which guests arrive and in what order. For example, if the d6 comes up a 5 and the

d4 comes up a 2 then the first guest to arrive will be E and the second will be B.

Random Guest Chart

d6 roll	d4 roll			
	1	2	3	4
1	A-C	A-D	A-E	A-F
2	B-C	B-D	B-E	B-F
3	C-A	C-B	C-E	C-F
4	D-A	D-B	D-E	D-F
5	E-A	E-B	E-C	E-D
6	F-A	F-B	F-C	F-D

Guest A: The Halfling Militia

This small band is a militant group of halflings under the leadership of Logan Wood. Logan was a simple farmer before a bunch of tall folk ruined his life. Since then, Logan has rounded up a band of like-minded individuals intent upon stopping the injustices done to short folk. When this band enters the inn, read or paraphrase the following to all the PCs that are down in the bar. Note that Logan uses the word "tallie" to refer to humans and elves.

The door to the inn burst open and in storms nearly a dozen halflings. The ragtag band is brandishing an assortment of arms and armor, including a heavy skillet and a large rock.

As the group parts, a stout halfling wearing chainmail and wielding a short sword steps forward. "I am Logan Wood," he says. "And as long as nobody moves none of you tallies will be hurt!" A heavy silence descends upon the room, as Logan goes from table to table looking every human square in the face. "We are looking for a tallie, goes by the name of Curls Blackbow. He was part of a band of lowlife cloud-huggers named the Ravagers. Have any of you seen him? Tell me now and we won't have to tear this inn apart."

At this point and time, the heroes may choose to ignore any pleasantries and just attack the indignant halfling. If this occurs, the band of halflings quickly breaks and runs, as they are not yet used to any serious resistance to their demands.

If the PCs tell Logan that there is no Curls Blackbow staying at the inn, Logan and his boys proceed to search the entire inn for any sign of him. This takes about thirty minutes in which every room of the inn is turned inside out at the great protest of Gileed. If the PCs ask for a description of Curls, Logan merely calls him an "ugly smelly human pig kind of like <point to a random human PC> him!"

Clever PCs may attempt to lie to Logan to get him to go away. Human, Elven, and Half-Orc PCs suffer a -2 penalty to any Bluff and Diplomacy skill checks against Logan because of his inherent mistrust of tall folk.

Logan Wood: hp 27. Possesses a cape of the mountebank.

Militiamen (10), male halfling Com1: CR 1/2; small humanoid (3 ft. 2 in. tall); HD 1d4; hp 3; Init +1; Spd 30; AC 11 (+1 Dex); Atks +0 melee (d6, misc. cooking gear), +1 ranged (d4, rock); AL CN; SV Fort 0, Ref +1, Will -1.

Str 11, Dex 13, Con 10, Int 10, Wis 8, Cha 10.

Skills: Profession (farmer) +4. **Feats:** Skill Focus (Profession [farmer]).

Equipment: Misc. Cooking Gear or rock.

Tactics: As mentioned above, any combat with this group causes complete chaos in their ranks. A few will attempt to hold off attackers while the others escape. Logan uses his magical cape to *dimension door* away at any sign of any trouble, cursing tallies as he goes. If cornered, the militiamen surrender quite easily.

Developments: Some of the PCs may have formed an alliance with Logan in a previous adventure. All of these PCs must be halflings or gnomes. Any PC that claims such an alliance will be allowed to help Logan search the inn but they cannot dissuade him from his course of action. The halfling or gnome PC that helps Logan the most without trying to persuade him to stop receives a flat wooden amulet depicting a halfling standing on top of a globe. This is the symbol of Logan's men. This is noted in the treasure summary.

Guest B: The Rowdy Bargemen

This group consists of a number of bargemen who have decided to spend the night at the Wanderer's Way. The bargemen are making their way from Furyondy toward Verbeeg Hill with a shipment of glass and tools.

The bargemen are very unfriendly and do not openly discuss their business with anyone. Persistent PCs may even provoke a fight, see below for further details. After renting one of the Company Rooms, the bargemen begin to drink heavily. After an hour of drinking, Tolgan, the leader of the group, decides to pick a fight with one of the PCs. The DM is encouraged to come up with an interesting and personal reason for picking the fight. Good examples might include, hair being too long, ears being too pointy, or talking too much. The moment that combat begins, the rest of the bargemen join in on the fight.

Tier 1 (EL 3):

Tolgan, male human War2: CR 1; medium-size humanoid (6 ft. 2 in. tall); HD 2d8+2; hp 14; Init +5 (Dex, Imp Init); Spd 30; AC 15 (+3 studded leather, +1 shield, +1 Dex); Atks +5 melee (1d8+2 (crit x3), battleaxe); AL CN; SV Fort +4, Ref +1, Will -1.

Str 14, Dex 12, Con 12, Int 9, Wis 8, Cha 10.

Skills: Climb +4, Intimidate +3, Profession: Boater +2, Swim +3. **Feats:** Improved Initiative, Weapon Focus (battleaxe).

Equipment: studded leather armor, small wooden shield, battleaxe.

Bargemen (4), male human Com1: CR 1/2; medium-size humanoid (5 ft. 8 in. tall); HD 1d4+1; hp 4; Init +0; Spd 30; AC 11 (+1 padded leather); Atks +1 melee (d3+1 subdual, fists); AL CN; SV Fort +1, Ref 0, Will 0.

Str 12, Dex 10, Con 12, Int 9, Wis 10, Cha 10.

Skills: Profession: Boater +6, Swim +3, Use Rope +2. **Feats:** Improved Unarmed Strike, Skill Focus: Boater.

Equipment: Padded Armor.

Tier 2 (EL 5):

Tolgan, male human War4: CR 3; medium-size humanoid (6 ft. 2 in. tall); HD 4d8+4; hp 28; Init +5 (Dex, Imp Init); Spd 30; AC 15 (+3 studded leather, +1 shield, +1 Dex); Atks +8 melee (1d8+3 (crit x3), battleaxe); AL CN; SV Fort +5, Ref +2, Will 0.

Str 16, Dex 12, Con 12, Int 9, Wis 8, Cha 10.

Skills: Climb +5, Intimidate +5, Profession: Boater +2, Swim +6. **Feats:** Improved Initiative, Power Attack, Weapon Focus (battleaxe).

Equipment: studded leather armor, small wooden shield, battleaxe.

Bargemen (4), male human Com2: CR 1; medium-size humanoid (5 ft. 8 in. tall); HD 2d4+2; hp 7; Init +1 (Dex); Spd 30; AC 12 (+1 padded leather, +1 Dex); Atks +2 melee (d3+1 subdual, fists); AL CN; SV Fort +1, Ref +1, Will 0.

Str 13, Dex 12, Con 12, Int 9, Wis 10, Cha 10.

Skills: Profession: Boater +6, Swim +4, Use Rope +3. **Feats:** Improved Unarmed Strike, Skill Focus: Boater.

Equipment: Padded Armor.

Tier 3 (EL 7):

Tolgan, male human War6: CR 5; medium-size humanoid (6 ft. 2 in. tall); HD 6d8+6; hp 42; Init +6 (Dex, Imp Init); Spd 30; AC 16 (+3 studded leather, +1 shield, +2 Dex); Atks +10/+5 melee (1d8+3 (crit x3), battleaxe); AL CN; SV Fort +6, Ref +4, Will +4.

Str 16, Dex 14, Con 12, Int 9, Wis 10, Cha 10.

Skills: Climb +6, Intimidate +7, Profession: Boater +3, Swim +6. **Feats:** Improved Initiative, Iron Will, Power Attack, Weapon Focus (battleaxe).

Equipment: studded leather armor, small wooden shield, battleaxe.

Bargemen (4), male human Com4: CR 3; medium-sized humanoid (5 ft. 8 in. tall); HD 4d4+4; hp 14; Init +1 (Dex); Spd 30; AC 12 (+1 padded leather, +1 Dex); Atks +5 melee (d3+2 subdual, fists); AL CN; SV Fort +2, Ref +2, Will +1.

Str 14, Dex 12, Con 12, Int 9, Wis 10, Cha 10.

Skills: Profession: Boater +7, Swim +5, Use Rope +4. **Feats:** Improved Unarmed Strike, Skill Focus: Boater, Weapon Focus: Unarmed Strike.

Equipment: Padded Armor.

Tactics: The bargemen use fists as their primary means of attack and are not out to kill anyone. In their drunken stupor, they will not break or surrender, nor will they even notice if they are the last bargeman standing. The group has no organized attack routine in their current state and does not take advantage of flanking opportunities if presented.

This fight should be a lighthearted one, with the drunks making silly mistakes and not taking advantage of obvious mistakes made by the PCs.

Developments: Assuming that the bargemen are not all killed, Gileed tends to any of the dying and drags them up to their room. The bargemen wake up early in the morning and leave promptly, paying any damages and leaving a little apology gift for the PCs.

If the dragon attacks while the bargemen are staying at the inn, they flee for their lives. Only returning when the threat is over. In their drunken state, they prove little help to the PCs. Note that any bargemen that have been knocked unconscious will have to be rescued from the inn if the building begins to burn down.

Treasure: A small silver fishhook with a golden feather is left in the care of Gileed to give to the PCs in the morning after they have left. Attached to the hook is a note scrawled in rough common. It reads, "Sorry about the fight. I hope this catches an apology". The hook gives a +2 bonus to all fishing attempts. This is noted in the treasure summary.

Guest C: The Elven Troop

This small band of four high elves stumbles into the inn carrying one of their companions who is unconscious. When they enter the inn, read or paraphrase the following to them.

The door to the inn is pushed open and walking in is a group of three tall elves. Between them, they carry the body of a fourth. Signs of recent battle are apparent on all of the new guests.

They walk up to the first available table and set the man down. Then one of the elves, a tall and proud woman, steps forward. "Is there a healer here, please, my husband has not long to live."

The group was out on a hunt to the south of the temple when they were waylaid by a large band of brigands. The brigands demanded all of their weapons and armor. A fight ensued in which the elves were forced to retreat. The leader, a proud man by the name of Illythenos, is the one who is horribly injured. His wife, Helinys, is the acting leader. The other two are Calvin and Eler Tinnal.

Illythenos has a mortal wound to his chest. It still bleeds freely. Healing the wound requires 4 points of healing at tier 1, 8 and 16 at tiers 3 and 4 respectively. Gileed is out back picking some herbs or fetching some water at the time that the travelers arrive and will be of no help for this

encounter. If Illythenos does not receive any healing within 3 rounds he dies.

Either way, the elven bands rents one of the Merchants rooms and two of the traveler's rooms to rest and recuperate. They will stay for almost one week before feeling ready to leave.

They never discovered the name of the bandits and are unsure of the direction they went after the battle. The battle site itself is two hours to the south on foot and sheds little to no clues as to the identity of the assailants.

Developments: When the dragon attacks, the primary concern of this group is the rescue of their leader. All three of them will be devoted to this task. Once he is a safe distance from the inn, the three will take guard around him to protect him from any harm.

Assuming that the PCs save the life of Illythenos, the PC performing the task receives one point of influence in the elven pantheon. This is noted in the treasure summary.

Guest D: The Mysterious Stranger

This lone guest is actually a member of the knights of the high forest. His name is Geldaskar Bel'inaren (male elf Rgr8). After stabling his horse and having a look around the outside, he goes right inside to rent a room.

PCs who see him enter may think him strange. The short elven man is clad entirely in greens and browns. Bits of leaves still cling to his hair. He carries with him a composite longbow of elven make and a curved short sword.

After renting a room and securing his gear, Geldaskar pulls a chair from the lounge to the rail overlooking the taproom and begins watching the room as often as is possible. Geldaskar is secretly looking for any signs of the brigands who are going about stealing elven weapons. He is hoping that they will turn up here.

Heroes who speak to Geldaskar get very little information. He explains, if pressed, that he is just a lone traveler on his way to Verbeeg Hill. At the same time, Geldaskar questions the heroes about their business. If the PCs explain the dragon attacks, the knight listens carefully but adds nothing.

Developments: When the dragon attacks, Geldaskar does what he can to help with the matter; this curtails helping put out the fire and waking the guests. Geldaskar also takes special note of the most heroic and noteworthy hero during the onslaught. Geldaskar reveals his true nature to the hero and explains that he has promise. That PC receives his recognition; see the conclusion for further details.

Guest E: The Elven Shadows

This small band of adventurers comes to the inn on the same quest as the heroes. The company is called the Elven Shadows and is very well known throughout the region for their daring and

cunning. They swiftly ride up to the inn on their marvelous steeds and promptly enter the inn.

Upon arriving, read or paraphrase the following to any heroes that are in the taproom.

The door quietly swings open and six gray clad figures walk into the temple. All of them are tall and proud, bearing the familiar features of high elves.

The tallest of the group walks up to Gileed begins having a quiet conversation with him. Meanwhile the rest of his company stands nervously at the door surveying the entire room. A barmaid standing next to your table mutters the phrase "elven shadows" under her breath.

If the players ask the barmaid who the group is she explains calmly that they are the Elven Shadows, a band of bold and daring adventurers. She goes on to explain that they have won the race of heroes twice, this year loosing to a team called "No Half Orcs".

The leader of the company is a high elf ranger who goes by the name of Shadowblade. He is speaking with Gileed about the dragon troubles that have plagued the region recently. Assuming that the PCs have told Gileed about the danger, Gileed points out the PCs to Shadowblade, explaining that the inn has plenty of protection. At this point, Shadowblade approaches the party.

Whether directed by Gileed or because of PC interest any conversation with Shadowblade is very short. The elf is quite arrogant and confident in his abilities. Any conversation with him should bring up the following points.

- Shadowblade believes that the Wanderer's Way is not in danger. He and his troop are going out to hunt the beast directly. Nothing the PCs say can change his mind.
- He believes that the inn is safe because it is a temple and not run exclusively by halflings. It does not fit the pattern.
- He also believes that the PCs are very outmatched in this situation. He tells them to go back to Highfolk where it is safe.
- He knows that seven total inns have been destroyed all along the Velverdyva, heading in the direction of Highfolk. All have been owned and operated by halflings. Some human and elven businesses have been skipped entirely.
- If the PCs argue or dispute any of Shadowblade's information, the ranger suggests a friendly wager to settle the dispute. At this point, he produces five silver arrows from his quiver. The wager is on the location of the next dragon attack. If the dragon attacks the Wanderer's Way, then the PCs get the arrows +1. If the Elven Shadows hunt the beast down first, then they get an item of equal value. Any item of 220gp value or more will suffice for the wager.

After discussing the matters with the PCs and placing their wager, the Shadows leave, promising to return in three days to settle the bet. They do indeed return after three days to pay the PCs their prize, see the conclusion for further details.

Guest F: Gnomish Merchants

This band of merchants comes in by way of boat and decides to stay at the inn for a few nights. They have sailed all the way from Verbeeg hill and are on their way to Highfolk with a load of raw metal, some gems, and a few unique odds and ends.

The band consists of eight gnomish men and two women. The leader of the band is a short woman by the name of Selvoni Glitterhame. She is a shrewd businesswoman and a just leader for the small troop.

The group shores up their two boats at the docks, spends about half an hour securing their goods and unloading the gems before coming inside. Once inside, they rent as many rooms as needed to suit the ten of them. After storing their gear, they spend most of their time in the taproom enjoying any company that will have them. They leave two of their company upstairs guarding Selvoni's room at all times. The gems are kept in her room as they are worth over 400gp.

PCs who speak to the group find that they are very frank and open about their business. PCs wishing to do a little shopping will be disappointed however; most of their goods are spoken for already. Other than discussing the latest business trends, the group is rather boring to speak to.

Developments: During the attack, this group goes into panic, each fleeing for their own lives. Selvoni goes missing, attempting to save the chest full of gems located in her room. She will not leave without it. It is too heavy for her to lift by herself although help from any PC will suffice. See encounter 6 for further details. Assuming that the PCs help her save her chest of gems, Selvoni gives them a gift out of gratitude for saving her livelihood. The gift is small dark pearl with small designs carved about its surface. The pearl acts like a *pearl of power*, recovering any spent 2nd level spell once per day. The pearl is flawed however and crumbles to dust after just five uses. This is noted in the treasure summary.

Encounter 6: The "Dragon" and the Arsonists

This encounter deals entirely with the arsonists, the "dragon", and the attack on the Wanderer's Way.

The arsonists, Kevross and Foltage, arrived at the inn the day before the PCs did. As far as Gileed knows, the two are staying at the inn

while their boat is being repaired. Their cover story is this. On the day of their arrival, their boat ran aground on the shores of the Velverdyva a few miles east of the inn. It was heavily damaged. The duo's days are spent scouting the area and forming their plan. If asked, the duo says that they are going out to make repairs on their boat. Their evenings are spent in the common room for a while, sizing up the guests and then in their own rooms, further discussing their plans. If the PCs inquire as to their business, they say that they are just simple farmers whose boat ran aground. They say that they are returning from a successful business trip in Highfolk and are on their way to a village south of Verbeeg Hill called Spiredale. The village really does exist, but they have nothing to do with it.

PCs who go down the river find no boat or any evidence of a damaged ship. If asked about this, the pair says that they did not go far enough and that it is a small boat and easy to miss.

Any PCs who spy on the pair will hear only the discussion of farmer business. They give codenames for all of their talk, discussing the patrons as vegetables, the dragon as a farmer, and the inn itself as a barn. When referring to the fire and burning of the inn, they call it harvest. If they notice anybody spying on them, they quickly change the conversation to normal farmer talk and do not discuss their plans near the inn again. For example, they might say, "the farmer is really going to have to deal with the carrots this week. Harvest time is coming."

Tier 1 (EL 4):

Kevross, male human Wiz (evoc) 3: CR 3; medium sized humanoid (5 ft. 8 in. tall); HD 3d4+6; hp 15; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30; AC 12 (16 w/ *mage armor*) (+2 Dex); Atks +0 melee (1d4-1 (crit 19-20), dagger); SA Wiz spells; AL CN; SV Fort +2, Ref +3, Will +4.

Str 9, Dex 14, Con 12, Int 15, Wis 12, Cha 10.

Skills: Concentration +7, Hide +7, Listen +3, Spellcraft +5. Feats: Improved Initiative, Scribe Scroll, Spell Focus: Evocation, Toughness.

Equipment: scroll w/ *major illusion* and *monster summoning III***, *minor ring of hiding* +3, dagger, traveling robes, and 10gp.

Spells (5/4/3): olv – daze x2, flare x2, *mage hand*; 1st – grease, *magic missile* x2, *mage armor***;
2nd – *flaming sphere*, *invisibility***, *scare*.

** - These are used before the combat begins.

Foltage, male half-elf Wiz1: CR 1; medium sized humanoid (5 ft. 10 in. tall); HD 1d4+2; hp 5; Init +0; Spd 30; AC 10 (14 w/ *mage armor*); Atks +1 melee (1d6+1, quarterstaff); SA Wiz spells; AL N; SV Fort +2, Ref 0, Will +4.

Str 12, Dex 10, Con 14, Int 14, Wis 10, Cha 11.

Skills: Concentration +6, Hide +2, Move Silent +1, Spellcraft +6. Feats: Iron Will, Scribe Scroll.

Equipment: scroll w/ *fireball***, *potion of invisibility***, *wand of burning hands* (1st level, 5 charges), quarterstaff, traveling robes, and 10gp.

Spells (3/2): olv – daze, *detect magic*, *flare*; 1st – *cause fear*, *mage armor***.

** - These are used before the combat begins.

Tier 2 (EL 6):

Kevross, male human Wiz (evoc) 5: CR 5; medium sized humanoid (5 ft. 8 in. tall); HD 5d4+8; hp 23; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30; AC 12 (16 w/ *mage armor*) (+2 Dex); Atks +1 melee (1d4-1 (crit 19-20), dagger); SA Wiz spells; AL CN; SV Fort +2, Ref +3, Will +5.

Str 9, Dex 14, Con 12, Int 16, Wis 12, Cha 10.

Skills: Concentration +8, Hide +8, Listen +4, Spellcraft +6. Feats: Empower Spell, Improved Initiative, Scribe Scroll, Spell Focus: Evocation, Toughness.

Equipment: scroll w/ *major illusion* and *monster summoning III***, *minor ring of hiding* +3, dagger, traveling robes, and 10gp.

Spells (5/5/4/3): olv – daze x2, *flare* x2, *mage hand*; 1st – grease x2, *magic missile* x2, *mage armor***;
2nd – darkness, *invisibility***, *scare*, *shatter*; 3rd – empowered *magic missile*, *fireball*, *slow*.

** - These are used before the combat begins.

Foltage, male half-elf Wiz2: CR 2; medium sized humanoid (5 ft. 10 in. tall); HD 2d4+4; hp 9; Init +0; Spd 30; AC 10 (14 w/ *mage armor*); Atks +2 melee (1d6+1, quarterstaff); SA Wiz spells; AL N; SV Fort +2, Ref 0, Will +5.

Str 12, Dex 10, Con 14, Int 14, Wis 10, Cha 11.

Skills: Concentration +6, Hide +2, Move Silent +2, Spellcraft +7. Feats: Iron Will, Scribe Scroll.

Equipment: scroll w/ *fireball***, *potion of invisibility***, *wand of burning hands* (1st level, 5 charges), quarterstaff, traveling robes, and 10gp.

Spells (4/3): olv – daze x2, *detect magic*, *flare*; 1st – *cause fear*, *mage armor***, *magic weapon***.

** - These are used before the combat begins.

Tier 3 (EL 8):

Kevross, male human Wiz (evoc) 6: CR 6; medium sized humanoid (5 ft. 8 in. tall); HD 6d4+9; hp 27; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30; AC 13 (17 w/ *mage armor*) (+3 Dex); Atks +3 melee (1d4 (crit 19-20), dagger); SA Wiz spells; AL CN; SV Fort +3, Ref +7, Will +6.

Str 10, Dex 16, Con 12, Int 16, Wis 12, Cha 10.

Skills: Concentration +10, Hide +9, Listen +5, Spellcraft +7. Feats: Empower Spell, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus: Evocation, Toughness.

Equipment: scroll w/ *major illusion* and *monster summoning V***, *minor ring of hiding* +3, dagger, traveling robes, and 10gp.

Spells (5/5/5/4): olv – daze x2, *flare* x2, *mage hand*; 1st – grease x2, *magic missile* x2, *mage*

armor**; 2nd – darkness, invisibility**, scare, shatter x2; 3rd – empowered magic missile, fireball x2, slow.

** - These are used before the combat begins.

Foltage, male half-elf Wiz4: CR 4; medium sized humanoid (5 ft. 10 in. tall); HD 4d4+11; hp 21; Init +1 (+1 Dex); Spd 30; AC 11 (15 w/ mage armor); Atks +3 melee (1d6+1, quarterstaff); SA Wiz spells; AL N; SV Fort +3, Ref +2, Will +5.

Str 12, Dex 12, Con 14, Int 14, Wis 10, Cha 11.

Skills: Concentration +8, Hide +3, Move Silent +2, Spellcraft +7. Feats: Iron Will, Scribe Scroll, Toughness.

Equipment: scroll w/ fireball**, potion of invisibility**, wand of burning hands (1st level, 5 charges), quarterstaff, traveling robes, and 10gp.

Spells (4/4/3): olv – daze x2, detect magic, flare; 1st – cause fear x2, mage armor**, magic weapon**, 2nd – bull's strength**, melf's acid arrow, summon swarm.

** - These are used before the combat begins.

The Attack

The attack occurs on the second night of the heroes stay at the inn. Two hours after the bar closes and every one is to bed, Kevross and Foltage both sneak out of their rooms after both having cast *mage armor*. They leave the inn under cover of *invisibility*, Kevross having cast his and Foltage using his potion. Leaving through the windows they take up positions marked K and F on the DM Map #1. Before starting the attack, Foltage casts both *bull's strength* and *magic weapon* if they are available to him (depending on tier). After making sure that they are well hidden, Kevross begins the assault by casting a *major image* from a scroll to conjure the illusion of the dragon.

The dragon flies about the inn a few times roaring very loudly. This should rouse the heroes as well as everyone else in the inn; no rolls are required unless the character in question has passed out because of drink or combat.

Once the PCs look out and see the beast, read or paraphrase the following to them.

Gentle slumber has become mortal terror in the wink of an eye. Soaring high above the inn is a beast of legend. It is often said that dragons exist only in fairy tales. Stories to keep the young from wandering out into the night. Those same children would never leave their house again if they knew the truth that is gently gliding over the inn with murder in its eyes and flame in its belly.

Another pass and its form can be certain. Long and wicked is the beast, covered in dull red scales and horns aplenty. With a primal roar the dragon begins a dive at the inn, flame issuing from its maw, bathing the night sky in a blood red radiance.

When the "dragon" dives and breaths fire unto the inn, Foltage casts a *fireball* unto the inn's roof. PCs facing that direction may make a Spot skill check (DC 15) to notice the pea-sized missile as it races to the roof. The *fireball* spell is from a scroll and does 5d6 points of damage to anyone within range who is on the roof. A reflex save (DC 14) halves this damage. This *fireball* may set fire to the roof of the inn, see The Fire for further details.

During the round that Foltage casts the *fireball*, Kevross uses another scroll to cast *monster summoning III* to summon a small sized fire elemental. The elemental is promptly commanded to burn down the inn. Because of the casting of this spell, concentration on the illusion is broken and the dragon flies away in 2 rounds beyond this point, well before the spell expires. During the remaining rounds, the "dragon" flies over the rooftop of the inn, making no attacks but inspiring panic.

Only once someone attacks the "dragon" are they allowed a will save (DC 14) to see the dragon for what it really is. Telling someone it is an illusion does not allow a check, only interacting with it does.

Beyond these scripted actions Foltage and Kevross wait until everyone flees before entering the inn to loot the moneybox and a few rooms on the first floor. Assuming that the PCs do not flee, the two will fight the PCs if it appears that the fire will be extinguished. They also fight if discovered in their hiding spots. The two flee into the night if their mission is successful, never to be seen again.

Tiers 1 and 2

Small Fire Elemental: CR 1; small elemental (4 ft. tall); HD 2d8; hp 9; Init +5 (+1 Dex, +4 Improved Initiative); Spd 50; AC 15 (+1 size, +1 Dex, +3 natural); Atks +3 melee (1d4 + 1d4 fire, slam); SA **Burn**; SQ **Elemental, Fire Subtype**; AL N; SV Fort +0, Ref +4, Will +0.

Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11.

Skills: Listen +5, Spot +5. Feats: Improved Initiative, Weapon Focus: Slam.

SA – **Burn**. Any opponent hit by the elemental must succeed at a Ref save (DC 11) or catch fire for 1d4 rounds. This does 1d4 points of damage per round.

SQ – **Elemental**. Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

SQ – **Fire Subtype**. Immune to fire damage and double damage from cold on a failed save.

DM NOTE: Note that the elemental has no weapon immunities and can be killed by normal means. The PCs may attempt to douse the fire elemental in water. It is suggested that this is a melee touch attack that does 1d4 damage per gallon used. The fire elemental should receive a Ref save (DC 13) to receive only half damage.

Tier 3

Medium Fire Elemental: CR 3; medium sized elemental (8 ft. tall); HD 4d8+8; hp 26; Init +7 (+3 Dex, +4 Improved Initiative); Spd 50; AC 16 (+3 Dex, +3 natural); Atks +6 melee (1d6+1 + 1d6 fire, slam); SA **Burn**; SQ **Elemental, Fire Subtype**; AL N; SV Fort +3, Ref +7, Will +1.

Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11.

Skills: Listen +7, Spot +7. **Feats:** Improved Initiative, Weapon Focus: Slam.

SA – **Burn.** Any opponent hit by the elemental must succeed at a Ref save (DC 11) or catch fire for 1d4 rounds. This does 1d4 points of damage per round.

SQ – **Elemental.** Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

SQ – **Fire Subtype.** Immune to fire damage and double damage from cold on a failed save.

DM NOTE: Note that the elemental has no damage reduction and can be killed by normal means. The PCs may attempt to douse the fire elemental in water. It is suggested that this is a melee touch attack that does 1d4 damage per gallon used. The fire elemental should receive a Ref save (DC 13) to receive only half damage.

The Fire

Once the dragon breaths fire unto the inn, many things can happen. If unprotected, the roof of the inn immediately begins to burn. This has the effect of filling the second floor with smoke. Any character caught in the second floor two rounds after the roof catches fire must succeed at a Fort save (DC 15 +1/round spent in the smoke) or suffer 1d6 points of subdual damage. Keeping low to the floor grants a +5 bonus to the save. This save must be made every round spent in the smoke. Seven rounds after the roof catches fire, the rooms of the second floor begin to burn. Anyone caught in the second floor during the fire suffers 1d6 points of damage per round. On the twelfth round the second floor becomes a conflagration, dealing 2d6 points of damage per round to anyone on the second floor and the first floor fills with smoke. The first floor catches fire on the twentieth round and the fire turns into a conflagration on the twenty-fifth round. On the fortieth round, the inn burns entirely to the ground. Anyone still in the building at the point must succeed at a Reflex save (DC 20) or be killed. Success indicates that the PC jumped out a window before the collapse.

The effects of the fire are summarized in this timeline.

Round	Effect
1	Roof catches fire
2	2 nd floor fills with smoke
7	2 nd floor fills with fire
12	2 nd floor is conflagration, 1 st floor fills with smoke

20	1 st floor fills with fire
25	1 st floor is conflagration
40	Inn collapses

Anyone caught in their room will suffer these effects unless rescued. Unless otherwise mentioned below, everyone escapes and runs off into the night, not returning until the threat is over. Possible trapped people include Selvoni the gnomish merchant, any unconscious bargemen, and Tolvern who gets to drunk that evening to notice the flames. The heroes will have to rescue these characters quickly as any not rescued by the time their floor becomes a conflagration will be dead.

Stopping the Fire

There are many things that the players can do to stop the fire or at least slow it. These options are summarized below. Clever PCs will undoubtedly come up with other ways of stopping the flames. The DM is encouraged to give reasonable plans a chance for success.

- Covering the roof with all of the bed mats will slow the fire significantly. Using all of the mats from all of the unoccupied rooms slows the progress of the fire by 5 rounds (i.e. the second floor will not fill with smoke until round 7). If the mats are kept wet, this increases the delay to 15 rounds as the mats slowly burn.
- Using the shields from the cold storage room as a cover will slow the flame by 3 rounds, as there are not enough of them to cover the entire roof. If the shields are used to create a layer of ice on the roof (this is very time consuming and requires someone to refreeze the roof every hour), then the flames do not catch the roof on fire at all so long as the elemental is dealt with quickly. If the elemental is not stopped the fire starts up in 3 rounds but takes 20 to fill the second floor with smoke.
- Keeping the roof wet will delay the flames by 3 rounds. This requires that someone water the roof every two hours.
- The cold shields can also be used to fight the flames once they have begun. This process takes 20 total rounds to complete. This can be made faster by the action of multiple PCs (i.e. four PCs attempting to put out the flames with the shields will finish the work in 5 rounds). The number of rounds spent extinguishing the flames is the same number it will take for the fire to resume if the rescue is stopped for some reason.
- Water will also extinguish the flames. Each gallon of water used will extinguish a 5-foot by 5-foot area. To extinguish the affected area of roof requires 52 gallons. This amount requires two extra gallons per round as it spreads. This may seem like a lot, however there are many barrels located in or around

the inn. Please note that water weighs 8 pounds per gallon.

- Please note that any round spent moving on the roof requires a Balance skill check (DC 10) or fall to the ground below taking 2d6 points of damage. A monk's special ability may reduce this damage.

Many other spells will have great effect upon the fire. A gust of wind should disperse the smoke in one area for 3 rounds but not hamper the fire. A cone of cold or similar effect might put out the fire on half of the roof. The effects of these spells are left up to the DMs discretion.

Conclusion

If the PCs failed to save the inn, all of the guest promptly leave, spreading around the tales of the hero's failure. Gileed and his barmaids leave for Highfolk, leading a poor life before finding other pursuits. They receive no reward aside from the bet made with the Elven Shadows and any gear found on the arsonists. If the inn burns down and Kevross is caught or killed, read or paraphrase the following to them. If the PCs do not catch Kevross, skip the second paragraph.

A bleak morning sun begins to climb into the sky, shedding a pale light on the burnt remnants of the once proud inn and temple. Nothing remains now but a pile of ash. Gileed still sits near the heap, weeping. Nothing can be done to save his business. When approached, all that can be heard is one word repeated over and over again, "Why?"

Only one question remains. Kevross had a note tucked in his pocket. It reads, "You are doing fine work. Continue to burn the halfling holes as instructed and I shall continue to reward you. I have sent another set of scrolls so that you may continue your work". The note is signed with a large D. Who is there mysterious employer? Perhaps you will never know.

If the PCs are successful and apprehend or kill the arsonists, read or paraphrase the following to them.

Bright sunshine and singing birds greet the dawn of another day. The Wanderer's Way is a bit scuffed but it still stands. It is a testament to your heroic battle with the arsonists. Gileed and many of his guests are very thankful for your assistance. Gileed himself shakes each and every one of your hands professing his thanks with tear filled eyes. The threat to the Vale is finally over, or is it?

Only one question remains. Kevross had a note tucked in his pocket. It reads, "You are doing fine work. Continue to burn the halfling holes as instructed and I shall continue to reward you. I have sent another set of scrolls so that you may continue your work". The note is signed with a

large D. Who is their mysterious employer? Perhaps you will never know.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 1: Poor Tromis

Interacting with Tromis
50xp

Encounter 2: Mapmaker

Dealing with the mapmaker 25xp

Encounter 4: Wanderer's Way

Forming a plan 50xp
Defeating the rats in Area 5 1xp

Encounter 5: Random Guests

Guest A – dealing with Logan 25xp
Guest A – not fighting with Logan 25xp
Guest B – defeating the bargemen 50xp
Guest C – helping the wounded elf 50xp
Guest D – talking to the ranger 25xp
Guest E – dealing with the elves 25xp
Guest F – saving the merchants 50xp

Encounter 6: The arsonists

Defeating Kevross 99xp
Defeating Foltage 50xp
Saving the Wanderer's Way without loss of life 75xp
Saving the Wanderer's Way with loss of life 50xp

Total experience for objectives 450 xp
Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 2: Mapmaker

- **Mysterious map** (ogp value, weight 1/2lbs., Use restriction Unusual, tradable No)
This map was purchased from Woltoren Bushbrow, the town mapmaker in Highfolk. It depicts a number of strange locations and foreign symbols. When the map was purchased, the above named PC received a nasty paper cut from its edge. Since that point, the above-mentioned PC has been unable to get rid of the map although it appears to have no adverse effect.

Encounter 3: Ash and Dust

- 26gp, 18sp, 32cp.

Encounter 4: The Wanderer's Way

- **Gold Ring** – 50gp value. This is given to the PCs from Tolvern for saving his life.
- **Scroll w/ Cure Light Wounds x2, Bless** (75gp value, weight 1/2lbs, Use restriction Common, tradable Yes) All spells are cast at 1st level ability. Given to the PCs by Gileed for saving the Wanderer's Way.
- **Potion of Expeditious Retreat** (50gp value, weight 1/2lbs, Use restriction Common, tradable Yes). Given to the PCs by Gileed for saving the Wanderer's Way.
- 100gp.

Encounter 5: Random Guests

- The above named PC has received one of the two following gifts while staying at the Wanderer's Way Inn and Temple.

Silver Fishhook (80gp value, weight 0, Use restriction common, tradable yes)

This fishhook was a gift from a group of bargemen who got a little too drunk and started a fight with you. The gift was given to make up for any bruises and lumps they may have caused. The fishhook is gold with a silver feather. When used to fish, it grants a +2 competence bonus to any required roll.

-OR-

Logan's Token (50gp value, weight 1lbs, use restriction common, tradable No)

This token was given to the above-mentioned halfling or gnomish PC for helping Logan Wood in the search for a "tallie" human bandit. The carved wooden amulet represents a halfling standing on the top of a sphere not unlike Oerth.

- The above named PC has received the following recognition while staying at the Wanderer's Way Inn and Temple.

1 Influence point in the Elven Pantheon of the Vesve (ogp value, weight NA, use restriction NA, tradable No)

-OR-

The notice of Geldaskar Bel'inaren (ogp value, weight NA, use restriction NA, tradable No)

This certificate was earned while defending the Wanderer's Way Inn and Temple from a pair of arsonists.

- The above named PC has received one of the two following gifts while staying at the Wanderer's Way Inn and Temple.

5 Arrows +1 (47gp each value, weight 1lbs, Use restriction Common, tradable Yes)

These arrows were received from a bet with the formidable adventuring company known as the Elven Shadows. [] [] [] [] [] []

-OR-

Flawed Pearl of Power – 2nd Level (200gp value, weight 1lbs, Use restriction Unusual, tradable Yes) This rare and mysterious object will restore any previously cast 2nd level spell to any caster who must prepare spells (i.e. paladins, wizards, clerics, rangers, and druids). The pearl may only be used once per day and may only retrieve a spell that has been cast that day. The pearl is flawed however and will burn out after just five uses. [] [] [] [] [] []

Encounter 6: Arsonists

- 20gp.
- **Wand of Burning Hands** (125 gp value, weight 2lbs, Common, tradable Yes) Cast at 1st level. Five charges remain. 1d6 damage (DC 11). [] [] [] [] [] []
- **Minor Ring of Hiding** (180 gp value, weight 0lbs, Use restriction Common, tradable Yes)

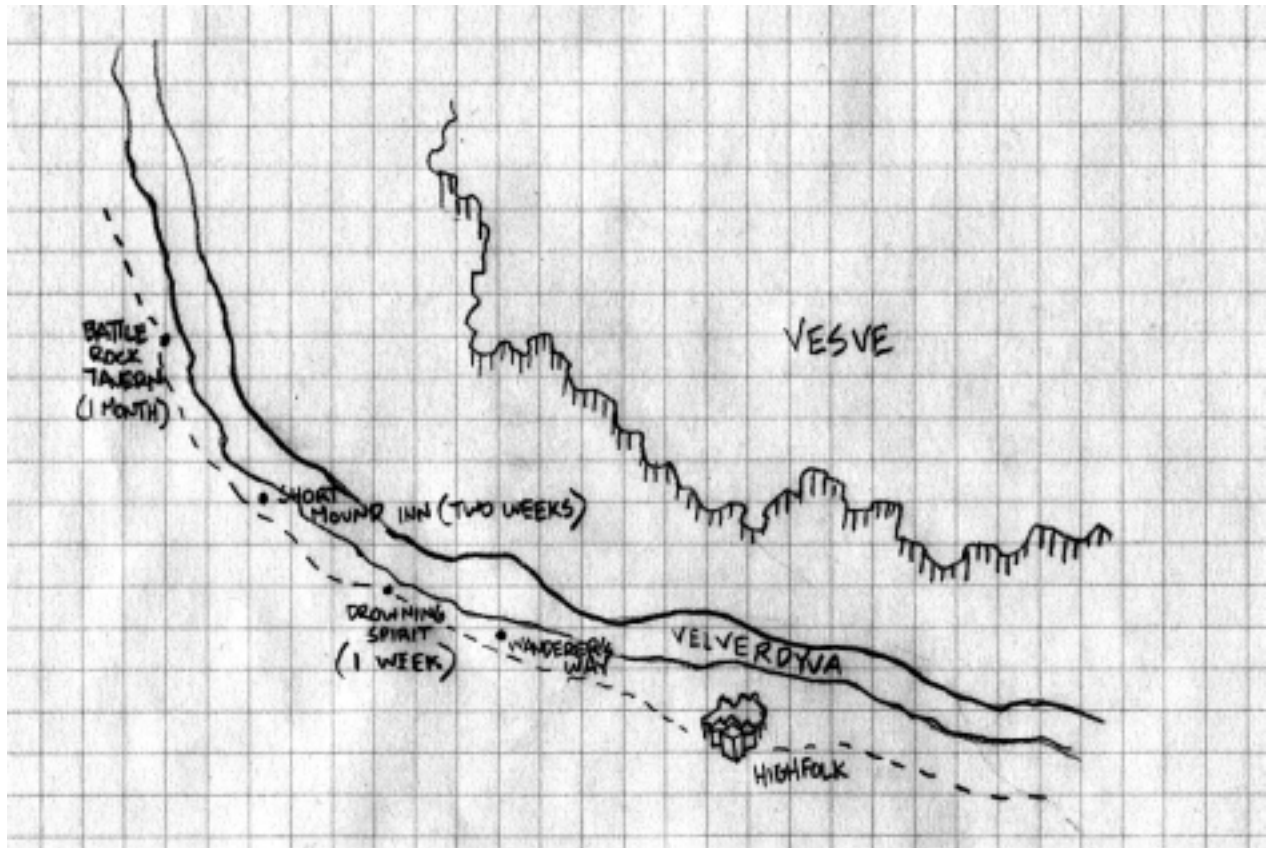
This ring grants a +3 bonus to all Hide skill checks.

- **Legendary Deed 10% - Saving the Wanderer's Way Inn and Temple** (0 gp value, weight 0lbs, Use restriction Uncommon, tradable No) This certificate is proof that the above mention hero saved the Wanderer's Way inn and temple from certain destruction at the hands of a pair of arsonists. Once redeemed, this certificate will grant you the following bonus for one adventure. Halflings throughout the region of Highfolk see to the hero's health and wellbeing. This grants a high lifestyle at no cost to the PC. The PC is also recognized by any halflings in the event as the hero that saved the Wanderer's Way and is treated with extreme respect (even from Logan Wood and his band). Once used this certificate should be voided but not discarded.

[etc]

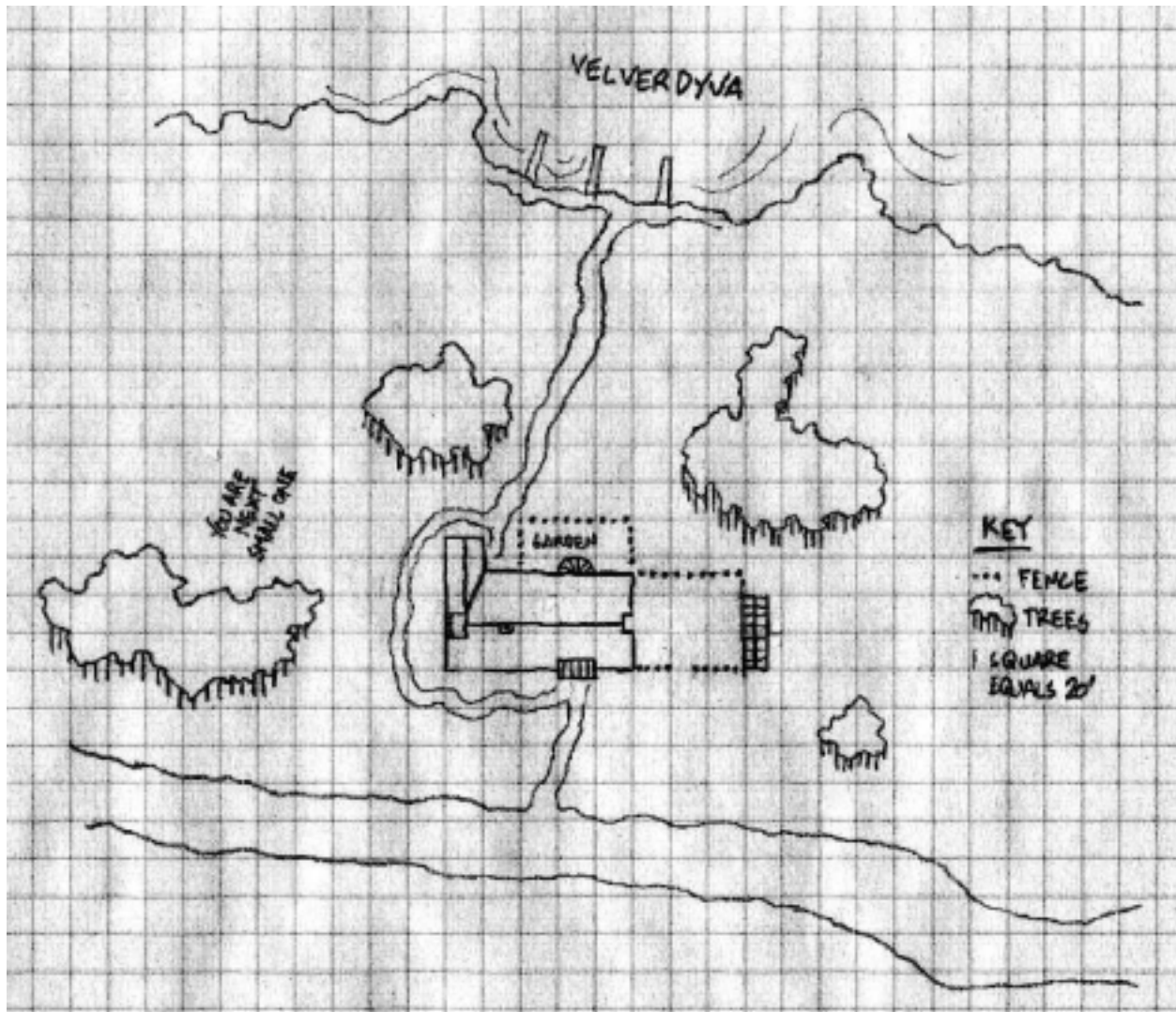
Player Map 1

This is the Map purchased from the Highfolk town Mapmaker after Tromis has scribbled some note on it.



Player Map 2

This Map depicts the area surrounding the Wanderer's Way Inn and Tavern.



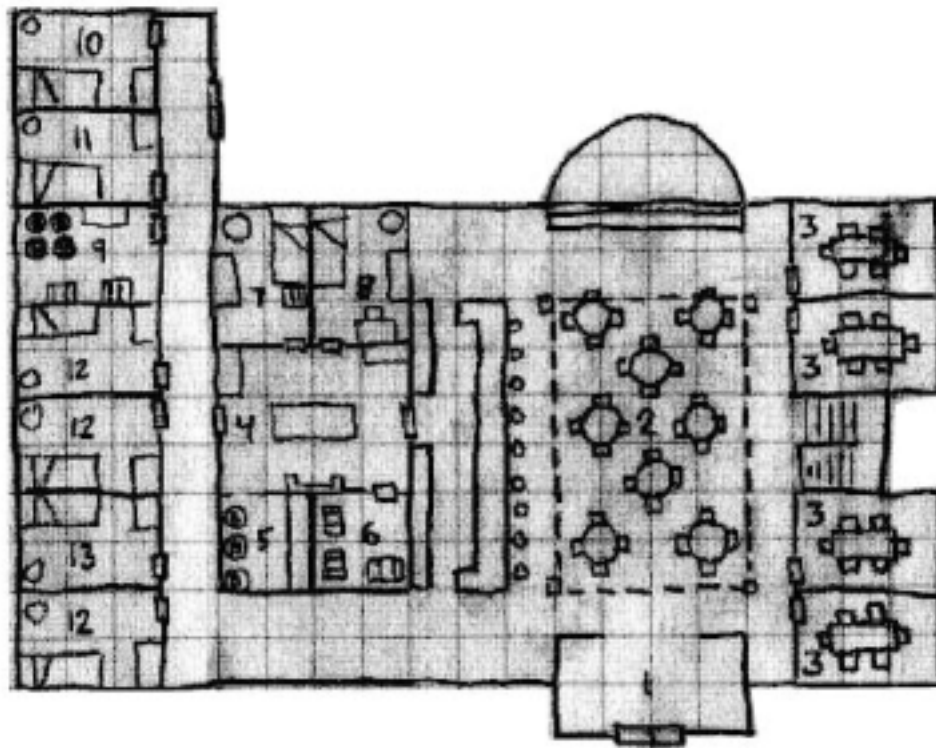
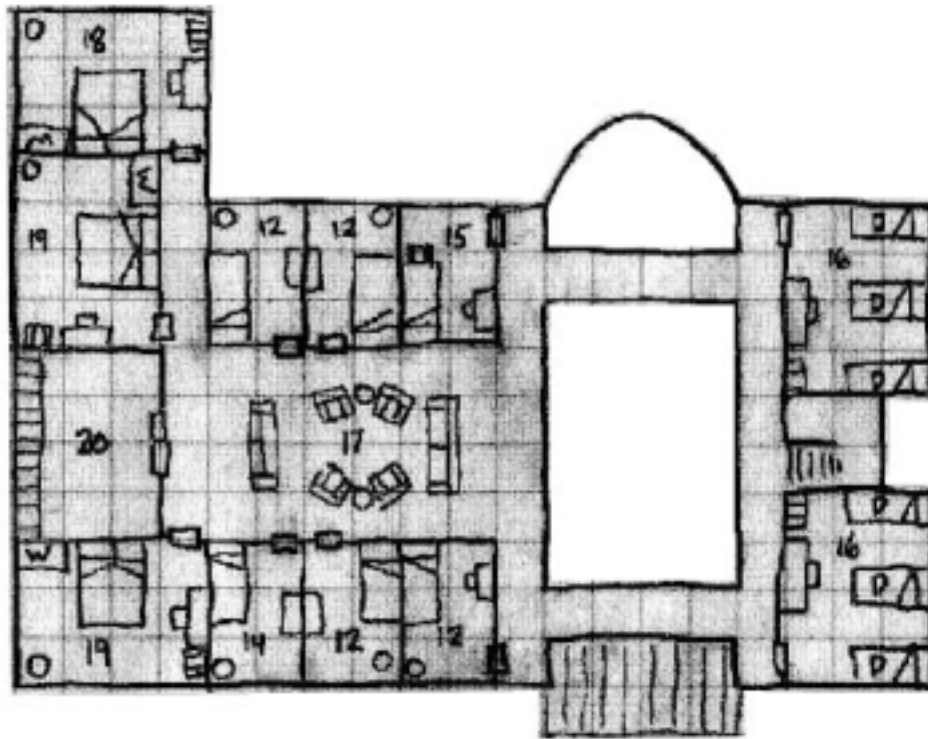
DM Map 1

This is the DMs Map of the Wanderer's Way Site



DM Map 2

This Map depicts the first floor (on the bottom) and second floor (on the top) of the Wanderer's Way Inn and Temple.



Appendix 1 – Villain Stats

Encounter 5: Group A – The Halfling Militia

Logan Wood: hp 27. Possesses a cape of the mountebank.

Militiamen (10), male halfling Com1: CR 1/2; small humanoid (3 ft. 2 in. tall); HD 1d4; hp 3; Init +1; Spd 30; AC 11 (+1 Dex); Atks +0 melee (d6, misc. cooking gear), +1 ranged (d4, rock); AL CN; SV Fort 0, Ref +1, Will -1.

Str 11, Dex 13, Con 10, Int 10, Wis 8, Cha 10.

Skills: Profession: Farmer +4. **Feats:** Skill Focus: Farmer.

Equipment: Misc. Cooking Gear or rock.

Encounter 5: Group B – The Bargemen

TIER 1 (EL 3):

Tolgan, male human War2: CR 1; medium-size humanoid (6 ft. 2 in. tall); HD 2d8+2; hp 14; Init +5 (Dex, Imp Init); Spd 30; AC 15 (+3 studded leather, +1 shield, +1 Dex); Atks +5 melee (1d8+2 (crit x3), battleaxe); AL CN; SV Fort +4, Ref +1, Will -1.

Str 14, Dex 12, Con 12, Int 9, Wis 8, Cha 10.

Skills: Climb +4, Intimidate +3, Profession (boater) +2, Swim +3. **Feats:** Improved Initiative, Weapon Focus (battleaxe).

Equipment: studded leather armor, small wooden shield, battleaxe.

Bargemen (4), male human Com1: CR 1/2; medium-size humanoid (5 ft. 8 in. tall); HD 1d4+1; hp 4; Init +0; Spd 30; AC 11 (+1 padded leather); Atks +1 melee (d3+1 subdual, fists); AL CN; SV Fort +1, Ref 0, Will 0.

Str 12, Dex 10, Con 12, Int 9, Wis 10, Cha 10.

Skills: Profession (boater) +6, Swim +3, Use Rope +2. **Feats:** Improved Unarmed Strike, Skill Focus (Profession [boater]).

Equipment: Padded Armor.

TIER 2 (EL 5):

Tolgan, male human War4: CR 3; medium sized humanoid (6 ft. 2 in. tall); HD 4d8+4; hp 28; Init +5 (Dex, Imp Init); Spd 30; AC 15 (+3 studded leather, +1 shield, +1 Dex); Atks +8 melee (1d8+3 (crit x3), battleaxe); AL CN; SV Fort +5, Ref +2, Will 0.

Str 16, Dex 12, Con 12, Int 9, Wis 8, Cha 10.

Skills: Climb +5, Intimidate +5, Profession: Boater +2, Swim +6. **Feats:** Improved Initiative, Power Attack, Weapon Focus (battleaxe).

Equipment: studded leather armor, small wooden shield, battleaxe.

Bargemen (4), male human Com2: CR 1; medium sized humanoid (5 ft. 8 in. tall); HD 2d4+2; hp 7; Init +1 (Dex); Spd 30; AC 12 (+1 padded leather, +1 Dex); Atks +2 melee (d3+1 subdual, fists); AL CN; SV Fort +1, Ref +1, Will 0.

Str 13, Dex 12, Con 12, Int 9, Wis 10, Cha 10.

Skills: Profession: Boater +6, Swim +4, Use Rope +3. **Feats:** Improved Unarmed Strike, Skill Focus: Boater.

Equipment: Padded Armor.

TIER 3 (EL 7):

Tolgan, male human War6: CR 5; medium sized humanoid (6 ft. 2 in. tall); HD 6d8+6; hp 42; Init +6 (Dex, Imp Init); Spd 30; AC 16 (+3 studded leather, +1 shield, +2 Dex); Atks +10/+5 melee (1d8+3 (crit x3), battleaxe); AL CN; SV Fort +6, Ref +4, Will +4.

Str 16, Dex 14, Con 12, Int 9, Wis 10, Cha 10.

Skills: Climb +6, Intimidate +7, Profession: Boater +3, Swim +6. **Feats:** Improved Initiative, Iron Will, Power Attack, Weapon Focus: Battleaxe.

Equipment: studded leather armor, small wooden shield, battleaxe.

Bargemen (4), male human Com4: CR 3; medium sized humanoid (5 ft. 8 in. tall); HD 4d4+4; hp 14; Init +1 (Dex); Spd 30; AC 12 (+1 padded leather, +1 Dex); Atks +5 melee (d3+2 subdual, fists); AL CN; SV Fort +2, Ref +2, Will +1.

Str 14, Dex 12, Con 12, Int 9, Wis 10, Cha 10.

Skills: Profession: Boater +7, Swim +5, Use Rope +4. **Feats:** Improved Unarmed Strike, Skill Focus: Boater, Weapon Focus: Unarmed Strike.

Equipment: Padded Armor.

Encounter 6: The Arsonists

Tier 1 (EL 4):

Kevross, male human Wiz (evoc) 3: CR 3; medium sized humanoid (5 ft. 8 in. tall); HD 3d4+6; hp 15; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30; AC 12 (16 w/ *mage armor*) (+2 Dex); Atks +0 melee (1d4-1 (crit 19-20), dagger); SA Wiz spells; AL CN; SV Fort +2, Ref +3, Will +4.

Str 9, Dex 14, Con 12, Int 15, Wis 12, Cha 10.

Skills: Concentration +7, Hide +7, Listen +3, Spellcraft +5. **Feats:** Improved Initiative, Scribe Scroll, Spell Focus: Evocation, Toughness.

Equipment: scroll w/ *major illusion* and *monster summoning III***, *minor ring of hiding* +3, dagger, traveling robes, and 10gp.

Spells (5/4/3): *olv* – *daze* x2, *flare* x2, *mage hand*; 1st – *grease*, *magic missile* x2, *mage armor***; 2nd – *flaming sphere*, *invisibility***, *scare*.

** - These are used before the combat begins.

Foltage, male half-elf Wiz1: CR 1; medium sized humanoid (5 ft. 10 in. tall); HD 1d4+2; hp 5; Init +0; Spd 30; AC 10 (14 w/ *mage armor*); Atks +1 melee (1d6+1, quarterstaff); SA Wiz spells; AL N; SV Fort +2, Ref 0, Will +4.

Str 12, Dex 10, Con 14, Int 14, Wis 10, Cha 11.

Skills: Concentration +6, Hide +2, Move Silent +1, Spellcraft +6. Feats: Iron Will, Scribe Scroll.

Equipment: scroll w/ *fireball***, *potion of invisibility***, *wand of burning hands* (1st level, 5 charges), quarterstaff, traveling robes, and 10gp.

Spells (3/2): olv – *daze*, *detect magic*, *flare*; 1st – *cause fear*, *mage armor***.

** - These are used before the combat begins.

Tier 2 (EL 6):

Kevross, male human Wiz (evoc) 5: CR 5; medium sized humanoid (5 ft. 8 in. tall); HD 5d4+8; hp 23; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30; AC 12 (16 w/ *mage armor*) (+2 Dex); Atks +1 melee (1d4+1 (crit 19-20), dagger); SA Wiz spells; AL CN; SV Fort +2, Ref +3, Will +5.

Str 9, Dex 14, Con 12, Int 16, Wis 12, Cha 10.

Skills: Concentration +8, Hide +8, Listen +4, Spellcraft +6. Feats: Empower Spell, Improved Initiative, Scribe Scroll, Spell Focus: Evocation, Toughness.

Equipment: scroll w/ *major illusion* and *monster summoning III***, *minor ring of hiding* +3, dagger, traveling robes, and 10gp.

Spells (5/5/4/3): olv – *daze* x2, *flare* x2, *mage hand*; 1st – *grease* x2, *magic missile* x2, *mage armor***; 2nd – *darkness*, *invisibility***, *scare*, *shatter*; 3rd – *empowered magic missile*, *fireball*, *slow*.

** - These are used before the combat begins.

Foltage, male half-elf Wiz2: CR 2; medium sized humanoid (5 ft. 10 in. tall); HD 2d4+4; hp 9; Init +0; Spd 30; AC 10 (14 w/ *mage armor*); Atks +2 melee (1d6+1, quarterstaff); SA Wiz spells; AL N; SV Fort +2, Ref 0, Will +5.

Str 12, Dex 10, Con 14, Int 14, Wis 10, Cha 11.

Skills: Concentration +6, Hide +2, Move Silent +2, Spellcraft +7. Feats: Iron Will, Scribe Scroll.

Equipment: scroll w/ *fireball***, *potion of invisibility***, *wand of burning hands* (1st level, 5 charges), quarterstaff, traveling robes, and 10gp.

Spells (4/3): olv – *daze* x2, *detect magic*, *flare*; 1st – *cause fear*, *mage armor***, *magic weapon***.

** - These are used before the combat begins.

Tier 3 (EL 8):

Kevross, male human Wiz (evoc) 6: CR 6; medium sized humanoid (5 ft. 8 in. tall); HD 6d4+9; hp 27; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30; AC 13 (17 w/ *mage armor*) (+3 Dex); Atks +3 melee (1d4 (crit 19-20), dagger); SA Wiz spells; AL CN; SV Fort +3, Ref +7, Will +6.

Str 10, Dex 16, Con 12, Int 16, Wis 12, Cha 10.

Skills: Concentration +10, Hide +9, Listen +5, Spellcraft +7. Feats: Empower Spell, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus: Evocation, Toughness.

Equipment: scroll w/ *major illusion* and *monster summoning V***, *minor ring of hiding* +3, dagger, traveling robes, and 10gp.

Spells (5/5/5/4): olv – *daze* x2, *flare* x2, *mage hand*; 1st – *grease* x2, *magic missile* x2, *mage armor***; 2nd – *darkness*, *invisibility***, *scare*, *shatter* x2; 3rd – *empowered magic missile*, *fireball* x2, *slow*.

** - These are used before the combat begins.

Foltage, male half-elf Wiz4: CR 4; medium sized humanoid (5 ft. 10 in. tall); HD 4d4+11; hp 21; Init +1 (+1 Dex); Spd 30; AC 11 (15 w/ *mage armor*); Atks +3 melee (1d6+1, quarterstaff); SA Wiz spells; AL N; SV Fort +3, Ref +2, Will +5.

Str 12, Dex 12, Con 14, Int 14, Wis 10, Cha 11.

Skills: Concentration +8, Hide +3, Move Silent +2, Spellcraft +7. Feats: Iron Will, Scribe Scroll, Toughness.

Equipment: scroll w/ *fireball***, *potion of invisibility***, *wand of burning hands* (1st level, 5 charges), quarterstaff, traveling robes, and 10gp.

Spells (4/4/3): olv – *daze* x2, *detect magic*, *flare*; 1st – *cause fear* x2, *mage armor***, *magic weapon***; 2nd – *bull's strength***, *melf's acid arrow*, *summon swarm*.

** - These are used before the combat begins

Tiers 1 and 2

Small Fire Elemental: CR 1; small elemental (4 ft. tall); HD 2d8; hp 9; Init +5 (+1 Dex, +4 Improved Initiative); Spd 50; AC 15 (+1 size, +1 Dex, +3 natural); Atks +3 melee (1d4 + 1d4 fire, slam); SA **Burn**; SQ **Elemental**, **Fire Subtype**; AL N; SV Fort +0, Ref +4, Will +0.

Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11.

Skills: Listen +5, Spot +5. Feats: Improved Initiative, Weapon Focus: Slam.

SA – **Burn**. Any opponent hit by the elemental must succeed at a Ref save (DC 11) or catch fire for 1d4 rounds. This does 1d4 points of damage per round.

SQ – **Elemental**. Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

SQ – **Fire Subtype**. Immune to fire damage and double damage from cold on a failed save.

DM NOTE: Note that the elemental has no weapon immunities and can be killed by normal means. The PCs may attempt to douse the fire elemental in water. It is suggested that this is a melee touch attack that does 1d4 damage per gallon used. The fire elemental should receive a Ref save (DC 13) to receive only half damage.

Tier 3

Medium Fire Elemental: CR 3; medium sized elemental (8 ft. tall); HD 4d8+8; hp 26; Init +7 (+3 Dex, +4 Improved Initiative); Spd 50; AC 16 (+3 Dex, +3 natural); Atks +6 melee (1d6+1 + 1d6 fire, slam); SA **Burn**; SQ **Elemental, Fire Subtype**; AL N; SV Fort +3, Ref +7, Will +1.

Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11.

Skills: Listen +7, Spot +7. **Feats:** Improved Initiative, Weapon Focus: Slam.

SA – **Burn.** Any opponent hit by the elemental must succeed at a Ref save (DC 11) or catch fire for 1d4 rounds. This does 1d4 points of damage per round.

SQ – **Elemental.** Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

SQ – **Fire Subtype.** Immune to fire damage and double damage from cold on a failed save.

DM NOTE: Note that the elemental has no damage reduction and can be killed by normal means. The PCs may attempt to douse the fire elemental in water. It is suggested that this is a melee touch attack that does 1d4 damage per gallon used. The fire elemental should receive a Ref save (DC 13) to receive only half damage.

Appendix 2 – Wanderer’s Way Daily Schedule

5:00 am	Gileed gets up, prays and begins making breakfast for everyone.
6 :00 am	The sisters get up and begin cleaning up for breakfast
7:00 am	Morning Sermon
7:30 am	Breakfast is served
8:00 am	Kevross and Foltage leave to “fix” their boat
9:00 am	Tolvern gets up and demands breakfast
10:00 am	Gileed goes out to tend to his garden
11:00 am	The sisters begin fixing lunch
Noon	Lunch is served
3:00 pm	Tolvern begins drinking
5:00 pm	Gileed begins making dinner, Kevross and Foltage return.
6:00 pm	Dinner is served. Kirth and Somyrin join everyone in the taproom. Maaresk wakes up and finds a corner table to sit at and remains there until the taproom closes.
8:00 pm	Dinner is now done. The bar is fully open.
10:00 pm	Tolvern stumbles up to his room. Kirth and Somyrin turn in for the night.
11:00 pm	Kevross and Foltage retire to their rooms.
Midnight	Everyone returns to his or her rooms to as the taproom closes. Gileed turns in for the night.
4:00 am	Maaresk goes to sleep.

Appendix 3 – Guest List

Below is a list of all of the people who are present at the inn, their title, and their room locations. This list can be used to keep track of who is at the inn at any given time.

Kimlay Graycap, stable boy – Location B
Gileed Wanderfoot, inn owner – Room 7
Oyrin and Lyrin Vilyren, barmaids – Room 8
Kevross, arsonist – Room 10
Foltage, arsonist – Room 11
Kirth and Somyrin, travelers – Room 13
Maaresk, insane ranger – Room 14
Tolvern Mestoric, nobleman – Room 18

PC #1 _____ Room ____
PC #2 _____ Room ____
PC #3 _____ Room ____
PC #4 _____ Room ____
PC #5 _____ Room ____
PC #6 _____ Room ____
PC #7 _____ Room ____

Random Guests

Logan and his Militia, Guest A – does not stay the night.
Tolgan and the Bargemen, Guest B – Room 16 for one night.
Elven Troop, Guest C – Rooms 12 and 19.
Geldaskar Bel'inaren, Guest D – Room 12.
Elven Shadows, Guest E – Does not stay the night.
Gnomish Merchants, Guest F – rents as many rooms as necessary for the ten of them (two 16 if possible).